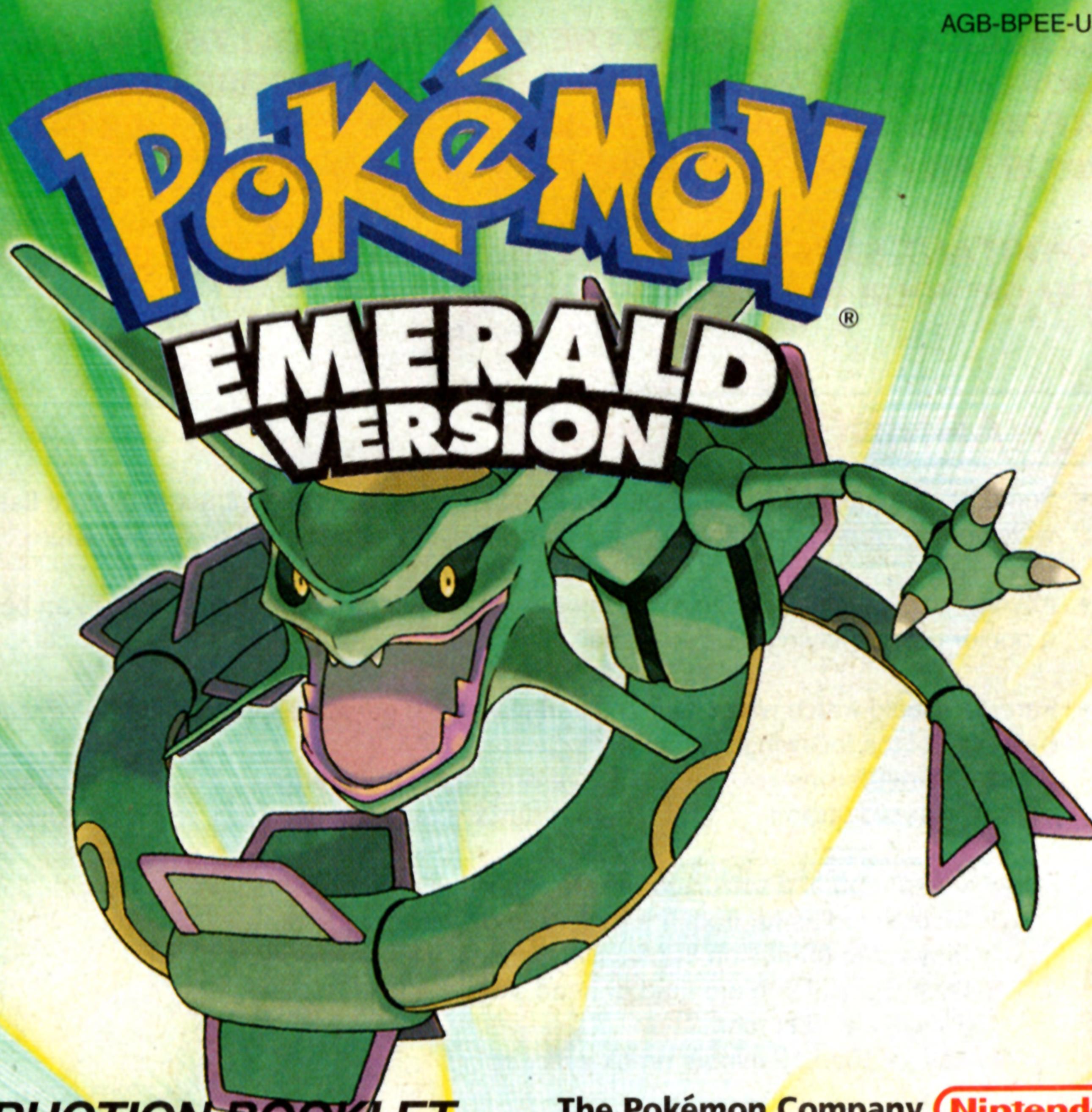


AGB-BPEE-USA

GAME BOY ADVANCE

GAME BOY® ADVANCE

INSTRUCTION BOOKLET



The Pokémon Company

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance  
that this product is licensed or  
manufactured by Nintendo. Always  
look for this seal when buying  
video game systems,  
accessories, games  
and related  
products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH MAY USE A GAME BOY® ADVANCE GAME LINK® CABLE.**



**THIS GAME PAK CAN BE USED WITH THE NINTENDO GAMECUBE.**



**THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.**

### **NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.

For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

**1-800-521-0900**

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

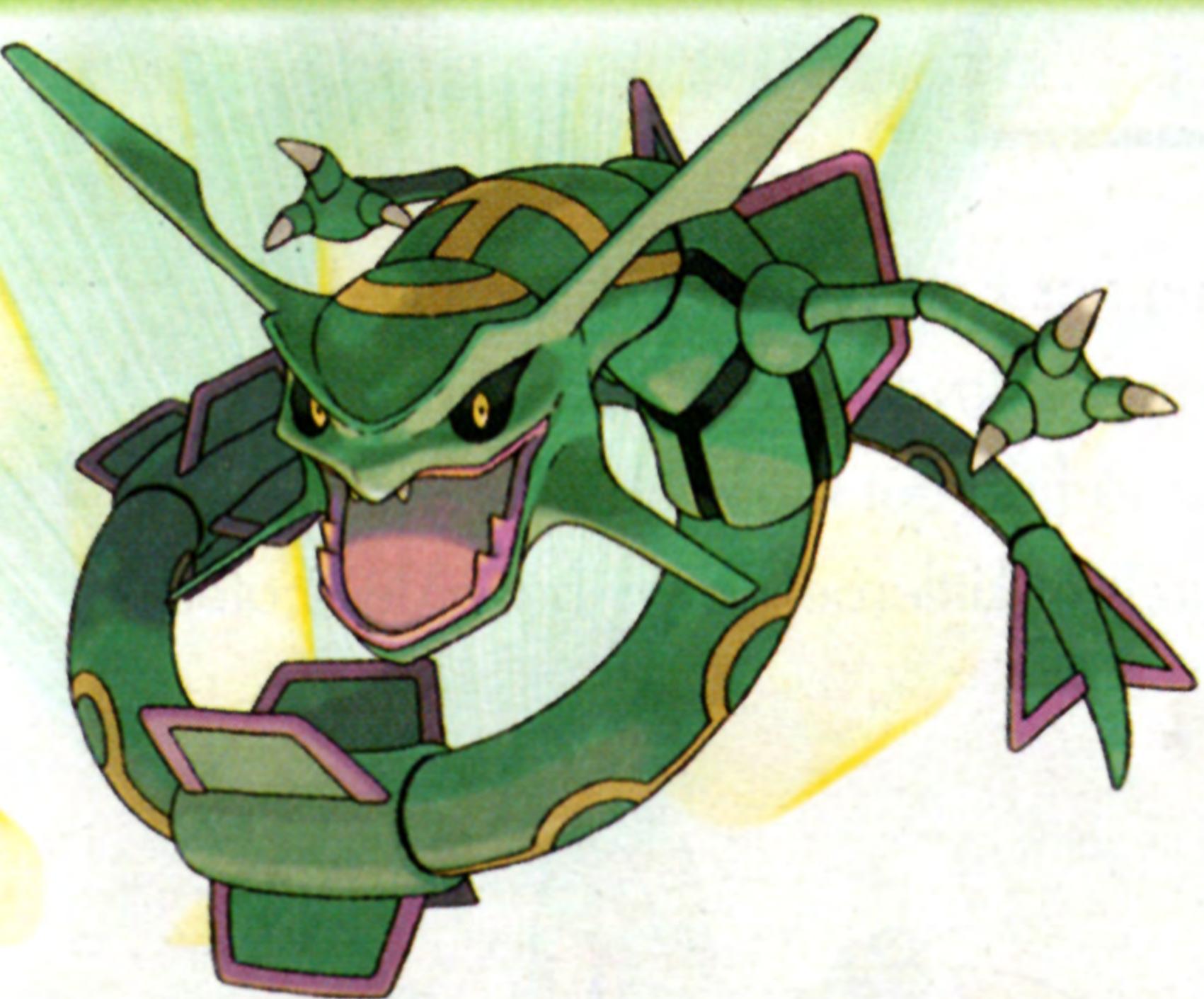
Please have Visa or MasterCard ready

**MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time**

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714





This is the Emerald version of Pokémon. There are some differences from the Ruby and Sapphire versions, such as how often and which types of Pokémon appear. Also, some stories have been modified, as well as new ones added. This Game Pak can be linked to the Ruby, Sapphire, FireRed, LeafGreen, and Emerald versions when using a Game Boy Advance.

This game is also compatible with Pokémon Colosseum™ and Pokémon Box™ Ruby & Sapphire (excluding the "Go to Adventure" mode) for the Nintendo GameCube.

This Game Pak CANNOT be linked to the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium™, Pokémon Stadium 2™ for the N64®, or any Pokémon Battle-e Cards.

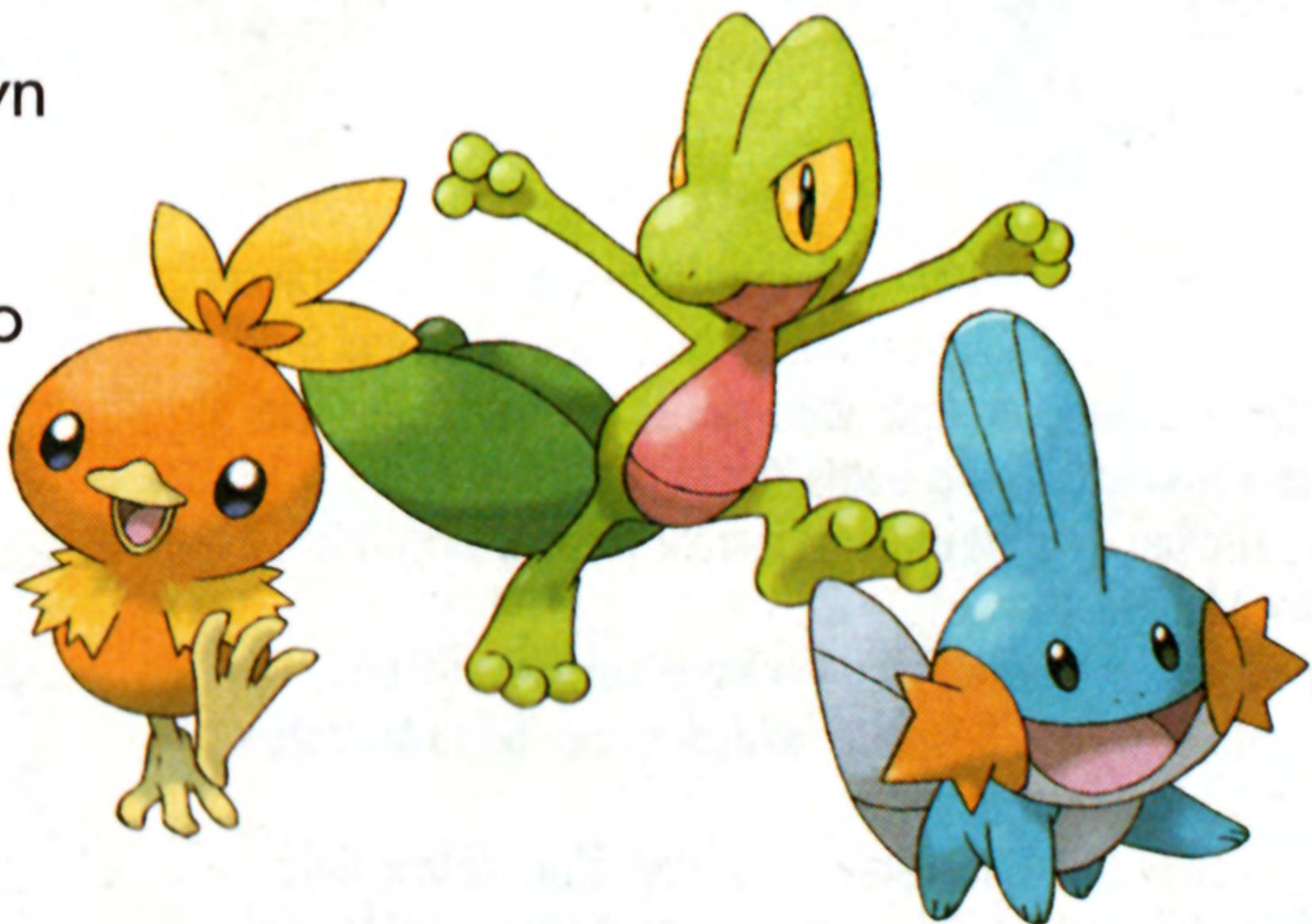
## Contents

06	Your Adventure Begins
08	Object of the Game
10	Basic Controls
12	Starting the Game
16	The Menu Screen
24	About Battles
30	Catching and Raising Pokémon
34	Buildings in Town
39	Various Items
46	Gym Leaders and Badges
48	Linking Up
76	Transmission Compatibility Chart
79	Warranty & Service Information

## Your Adventure Begins

In this world live creatures called Pokémon. Humans and Pokémon have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Birch of Littleroot Town—have dedicated their lives to Pokémon research.

Recently, you have moved to Littleroot Town where Professor Birch devotes himself to research in his Lab. You immediately go to see him but find that he is not in his Lab. Soon you find him being attacked by Wild Pokémon on a road.



Although you have never had your own Pokémons, you borrow a Pokémons from the Professor and defeat the Wild Pokémons easily. Professor Birch thanks you and gives you the Pokémons you borrowed a little while ago. Delighted with your first Pokémons, you set out on your adventure.



\*In Pokémons Emerald, you can choose from either a boy or girl. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

# Object of the Game

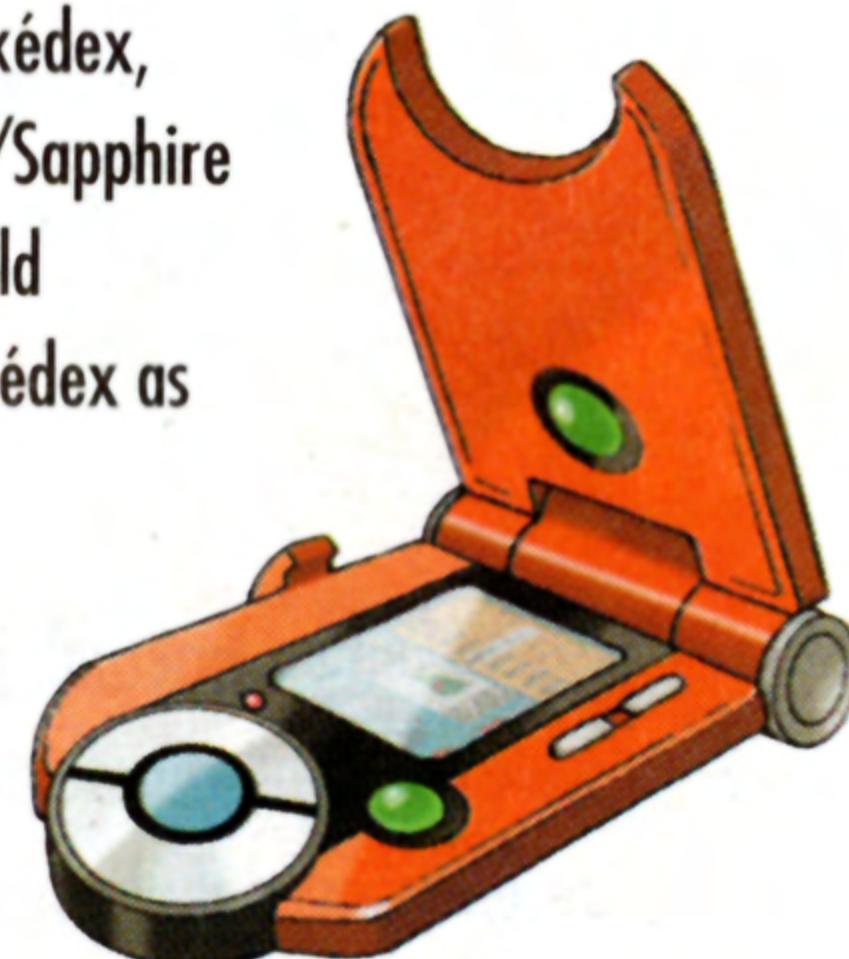


## © Catch Many Different Pokémon! ©

Your goal is to complete your Pokédex by collecting lots of different kinds of Pokémon. When you catch a Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Birch every once in a while to have him rate how complete your Pokédex is.



\*In order to catch all the Pokémon, thus completing your Pokédex, you must use a Game Boy Advance and trade with the Ruby/Sapphire versions using the Game Boy Advance Game Link® cable (sold separately). Work together with your friends to get your Pokédex as complete as possible!



## ◎ Try to Become the Best Trainer Ever! ◎

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle Wild Pokémon, as well as other Trainers. Both battles will help you and your Pokémon become stronger. There are also Pokémon Gyms in this world, each of which has a very talented Trainer known as the Gym Leader. Only those who can defeat the Gym Leaders will be accepted as true Trainers. However, the Gym Leaders have very powerful Pokémon that will be difficult to defeat. It may be a tough fight, but you must be brave and charge into battle!

## ◎ Trainer Tip ◎

The world of Pokémon is a vast and mysterious place with many hidden wonders. If you happen upon a place where there is writing on the walls, but you can't read it, think about something that might help you solve the puzzle...It might be Braille. If you are unable to search out the answers you need, remember that you can always contact Nintendo for help.



# Basic Controls

## L Button

Basically not used. However, if you change Button Modes, you can use this instead of Left on the + Control Pad to switch Menu Screens or select a command.

## + Control Pad

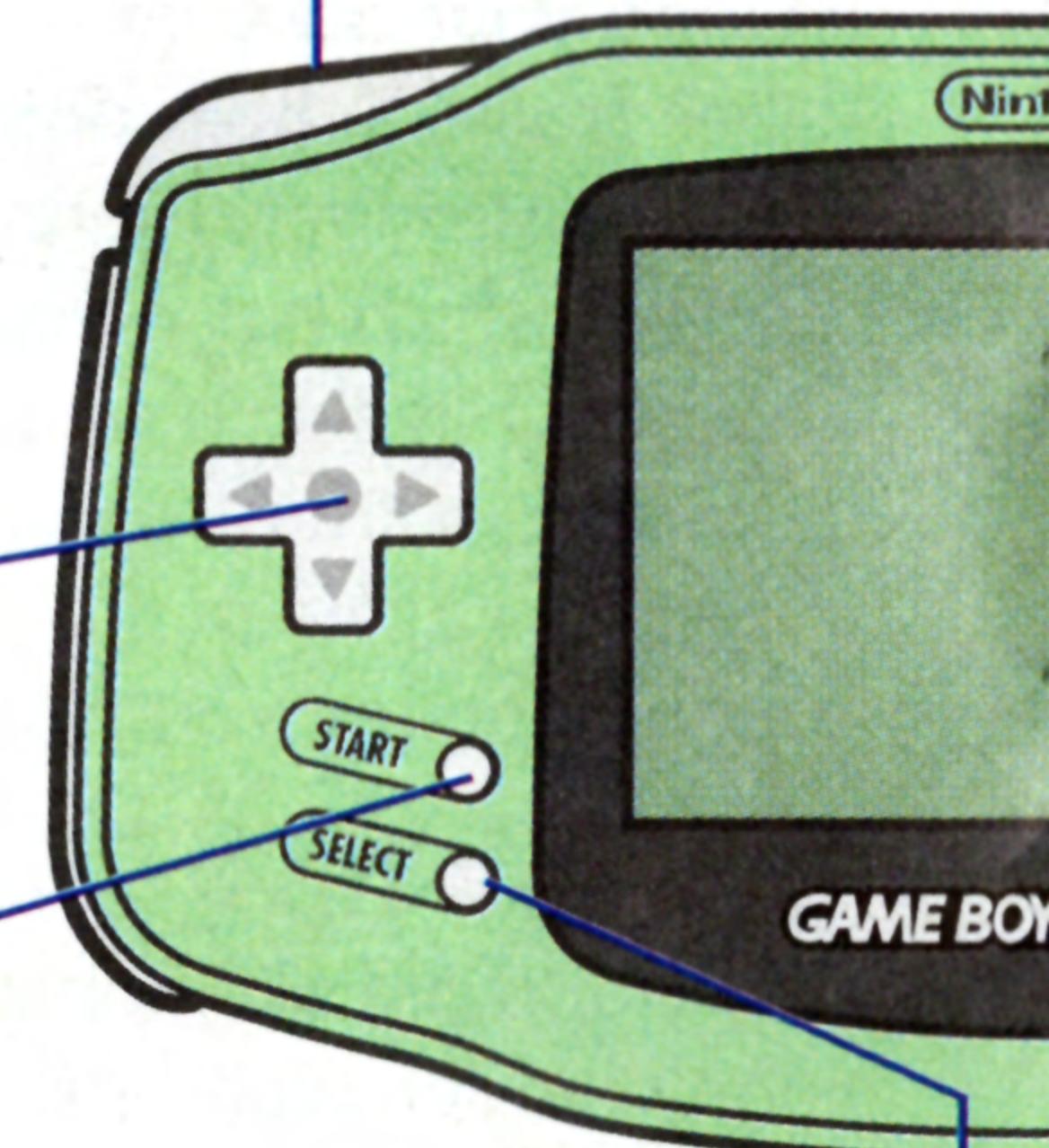
Move the player around, or move the cursor on Menu Screens.

## START

Bring up the Menu Screen.

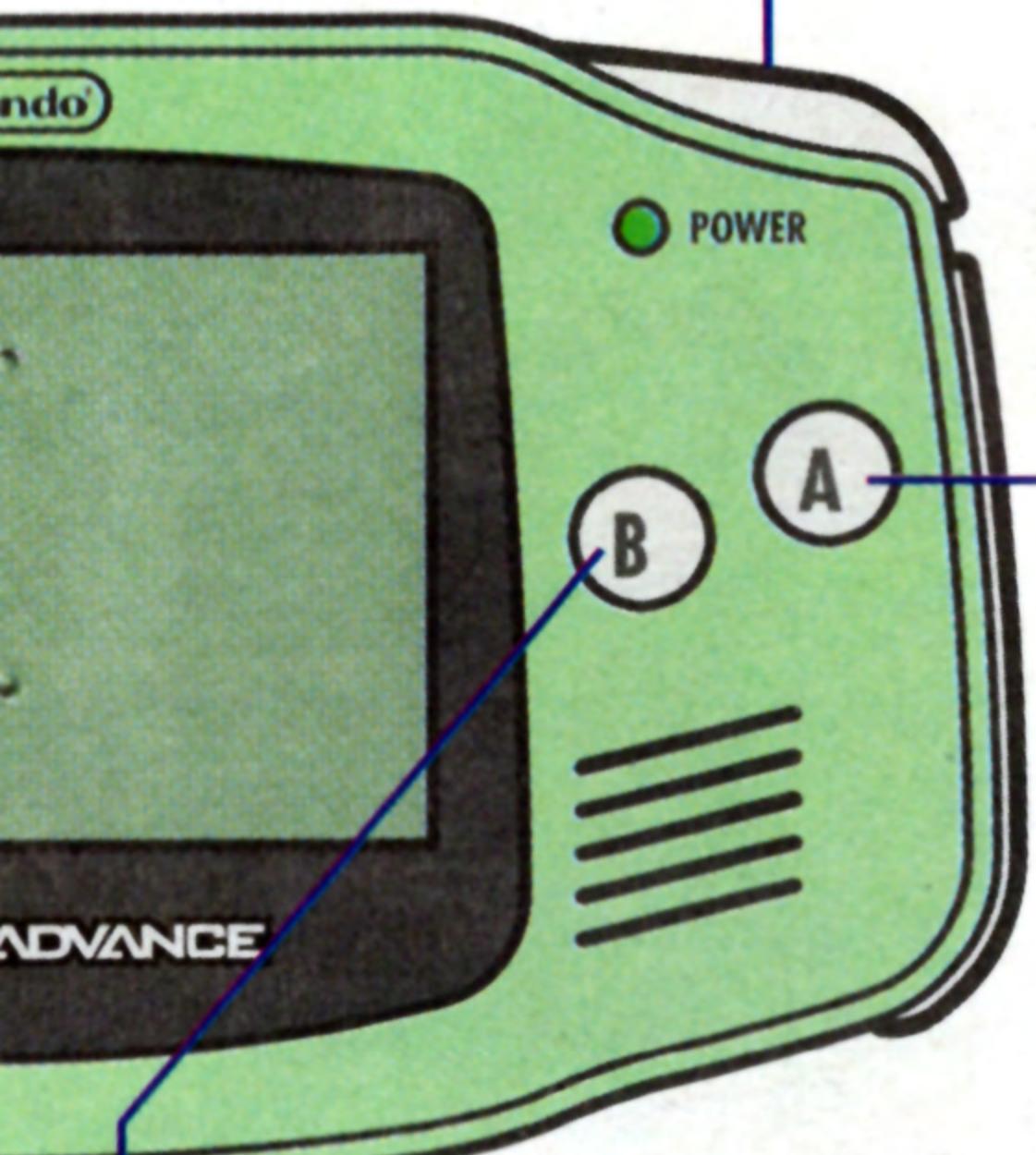
## SELECT

Arrange items, change the order of a Pokémon's Move during battle, or use registered items with SELECT (see page 42).



## R Button

Change the text characters when using Chat (see page 53). If you change Button Modes, you can use this, instead of Right on the  Control Pad, and to switch Menu Screens.



## B Button

Cancel a command chosen with the A Button. If you have the Running Shoes, you can run while holding down the B Button.

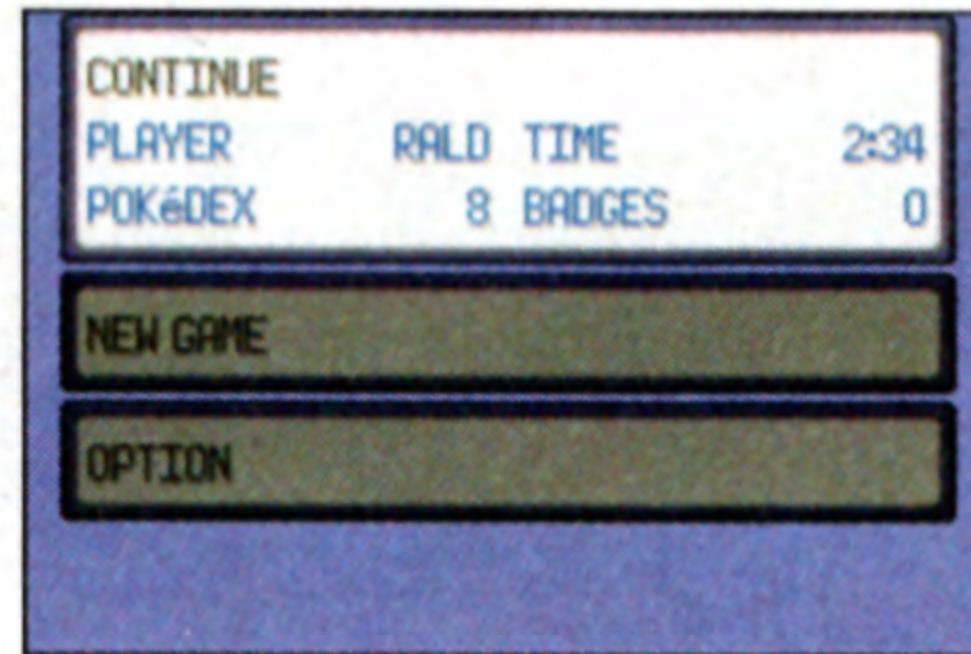
## A Button

Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text (when  appears).

\*The button layout can be changed (see Button Mode on page 15).

## Starting the Game

On the Title Screen, press the A Button or START to make the following three options appear. Use the  Control Pad to select the option you want, then press the A Button.



\*The Continue option will appear only after you have saved your game.

\*To delete your saved game, go to the Title Screen, then simultaneously press Up on the  Control Pad, SELECT, and the B Button.

\*Once your save data is deleted, it CANNOT be restored. Please be careful when deleting your save data.



## •New Game•

Start a game from the very beginning.

\*When you start a "NEW GAME" and try to save during this game for the first time, any previous save data that would have allowed you to "CONTINUE" will be deleted. Please be careful.

### ◆Choose a Gender

Select your gender. Use the + Control Pad to select one, then press the A Button to decide.

### ◆Decide on Your Name

Enter a name for your character. To enter your own name, use the + Control Pad to select a letter, then press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!

Remember, your gender and name cannot be changed later.

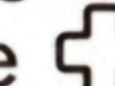
## •Continue•

Continue playing from the last place you saved.

\*See page 23 for more information on saving your game.



## ◆ Options ◆

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the  Control Pad to select a setting, then press Left and Right on the  Control Pad to change it. Once the settings are done, select "CANCEL" on the bottom of the menu and press the A Button.

### ◆ Text Speed

Set the speed at which the text will appear to "SLOW," "MID," or "FAST."

### ◆ Battle Scene

Turn Battle Animations "ON" or "OFF."

When it is set to "OFF," the battle actions of Pokémons will be displayed only by text on the screen.

### ◆ Battle Style

Choose one of these Battle Styles to use when fighting Pokémon Trainers.

**Shift:** You may switch Pokémons when your opponent's Pokémons has fainted.

**Set:** When your opponent's Pokémons has fainted, you will continue to battle with the currently selected Pokémons.

## ◆ Sound

Choose game audio from either "MONO" or "STEREO."

## ◆ Button Mode

You can choose a type of control from the following three types.

Normal.....Basic Control Type (see page 10).

LR.....You can use the L or R Buttons instead of Left or Right on the  Control Pad to switch Menu Screens, etc.

L=A.....You can use the L Button instead of the A Button.

## ◆ Frame

Select a design to appear around the edges of different screens.

OPTION			
TEXT SPEED	SLOW		FAST
BATTLE SCENE	ON		OFF
BATTLE STYLE	SHIFT		SET
SOUND	MONO		STEREO
BUTTON MODE	NORMAL	LR	L=A
FRAME			TYPE 1
CANCEL			



# The Menu Screen

When you are in the field, press START to bring up the Menu Screen. Use the + Control Pad to choose, then press the A Button.

## •Pokédex•

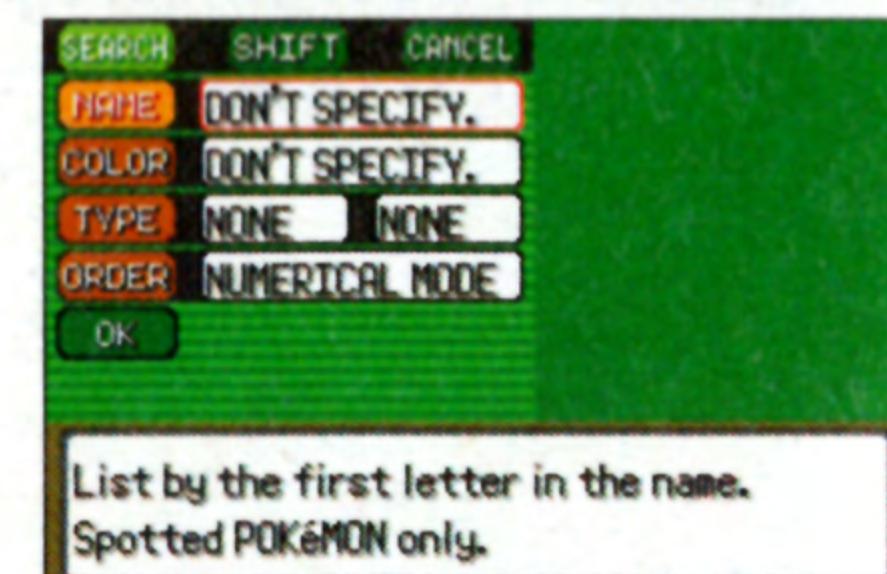
Information is recorded here about Pokémons you see or catch. In addition to reviewing their data, you can listen to their cries, check out where they live, or see how large they are compared to you. The last Pokémon you view before closing your Pokédex will be the first to appear the next time you open it.

### ◆ Menu

Press START to enter Menu Mode. You can jump to the top or the bottom of the Pokédex list.

### ◆ Search

Press SELECT to enter Search Mode. You can then search for Pokémons by name, color, type, and so on.



## •Pokémon•

View your Pokémons summaries and change their order in the battle lineup.



## ◆Summary

Displays a detailed status of each of your Pokémons—current Level, Experience Points, and so on—on four pages. Press Left and Right on the Control Pad to flip through the pages, and press Up and Down on the Control Pad to switch Pokémons.

## •Pokémon Information

### Profile

Displays the Trainer's name that caught the Pokémon (blue for a boy and red for a girl), ID Number, and Type of the Pokémon.

### Ability

Displays a special ability of the Pokémon.

### Trainer Memo

Displays the Nature of the Pokémon, as well as the Level and place where the Pokémon was first encountered.



## •Pokémon Skills

Items	Displays the item that the Pokémon is holding.
Ribbons	Displays the number of Ribbons the Pokémon has.
Stats	Displays the Pokémon's Stats.
Exp. Points	Display the Pokémon's current Experience Points. As Experience Points increase, your Pokémon's Level will go up.

POKÉMON SKILLS	
No.012	ITEM RIBBON
ZIGZAGOON /ZIGZAGOON	NONE NONE
Lv.3	STATS
HP 26/26	SP. ATK 13
ATTACK 12	SP. DEF 10
DEFENSE 14	SPEED 15
EXP. EXP. POINTS	836
NEXT LV. 164	EXP.

## •Battle Moves

View your Pokémon's Moves, Effect, Power, and Accuracy by pressing the A Button. Pressing the A Button once more, you can change the Moves order on the list.

BATTLE MOVES	
No.012	INFO
ZIGZAGOON /ZIGZAGOON	MOVES
Lv.3	NORMAL TACKLE PP35/35
	NORMAL GROWL PP40/40
	NORMAL TAIL WHIP PP30/30
	NORMAL HEADBUTT PP15/15
	DESCRIPTION

## • Contest Moves

View the Type, Effect, and Description of the Move when the Pokémon uses it in a Contest (See page 37).



## ◆ Switch

You can change the way your Pokémon are arranged in the battle lineup.

## ◆ Item

Give an item or Mail to your Pokémon to hold, or take an item back that they are currently holding.



## Bag

Displays a list of the items you have. Items are automatically divided into one of five pockets in your Bag based on their category, such as "Items," "Poké Balls," "TMs & HMs," "Berries," and "Key Items." Some items can also be held by Pokémon.

### ◆ Items

This pocket holds general items, such as Potions, Antidotes, and Repels.

### ◆ Poké Balls

Different types of Poké Balls, which are used to catch Pokémon, are kept here.

### ◆ TMs & HMs

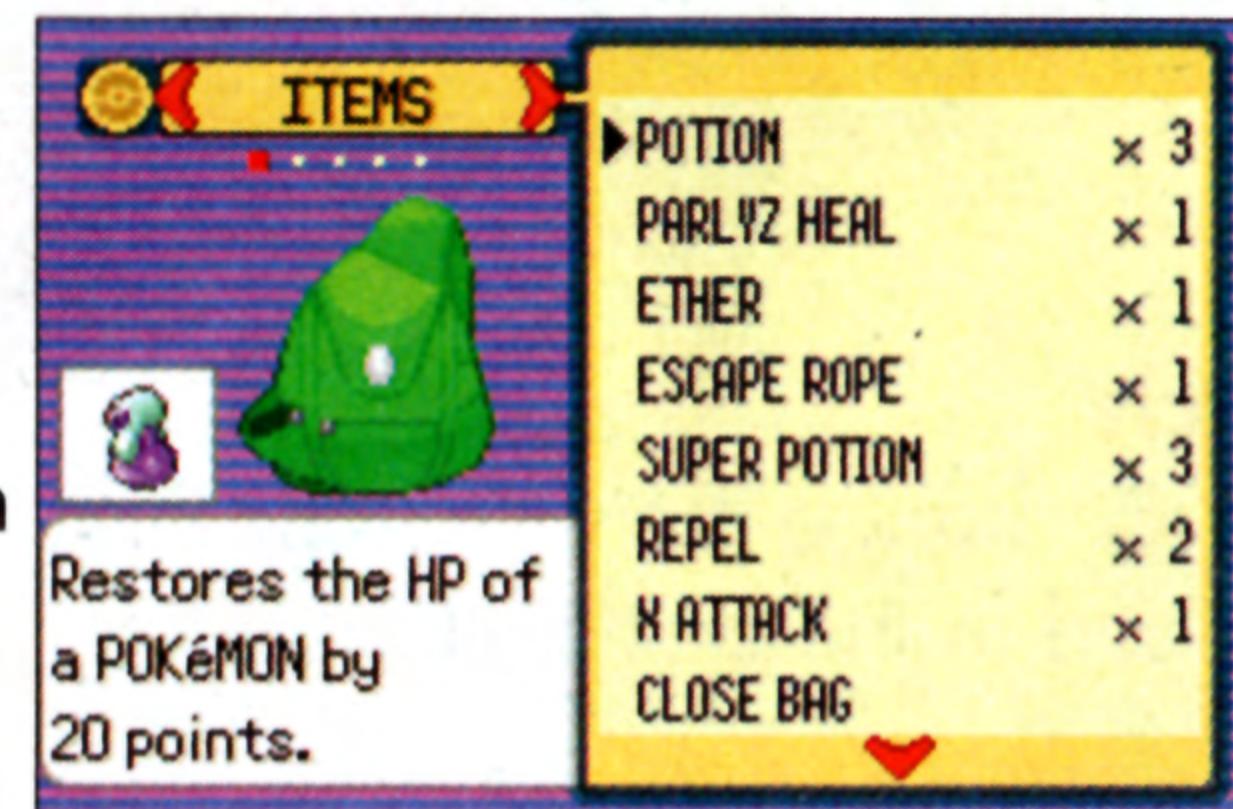
This pocket is for Technical and Hidden Machines.

### ◆ Berries

This pocket is for Berries.

### ◆ Key Items

Other valuable items that you don't want to lose go in this pocket.



### How do you arrange the items in your Bag?

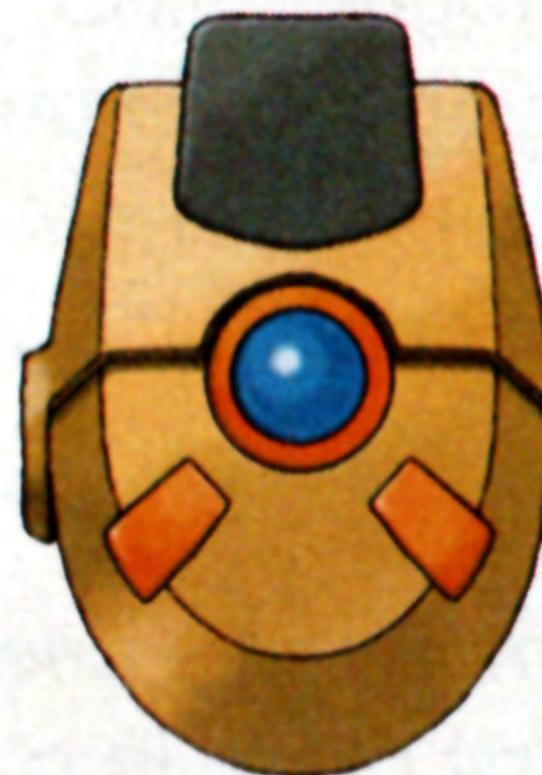
When you open your Bag, move the cursor to the item you want to move, then press SELECT. Next, move the cursor to the place where you want to move the item, then press SELECT or the A Button.

\*You cannot move an item to a different pocket.

## •Pokémon Navigator (POKéNAV)•

This device has various functions, such as allowing you to check the Map or Pokémon Conditions, to help you on your adventure. Also, you can call other Trainers by using "MATCH CALL." Other Trainers might call you, too.

\*You will get this during your adventure.



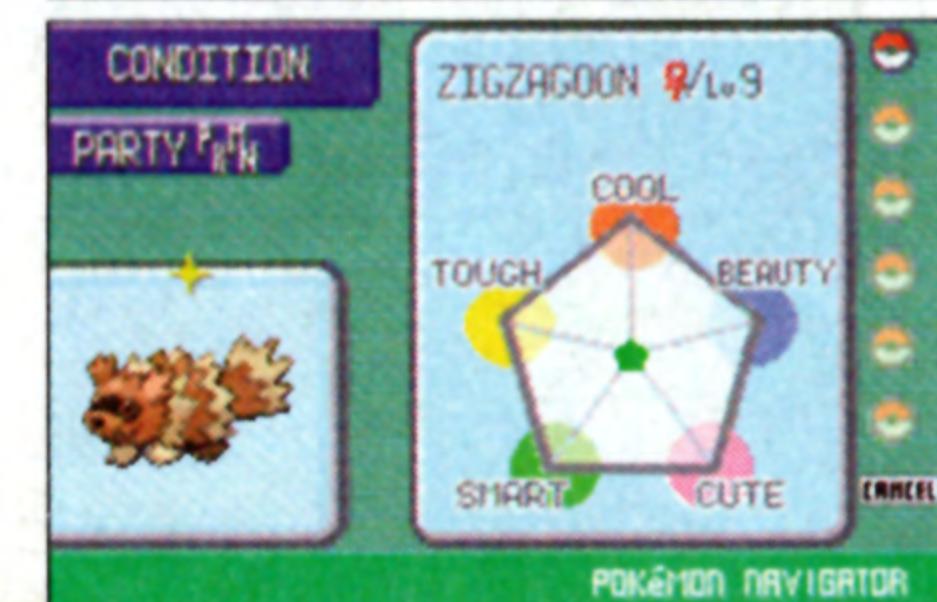
### ◆ Hoenn Map

Displays the entire map of the Hoenn region. You can zoom in for a closer look by pressing the A Button.



### ◆ Condition

View the Condition of your Party Pokémon, as well as the ones stored in Someone's PC.



## ◆ Match Call

Displays the Trainers that you've fought. Also, you can check detailed information on Trainers you fought before. As the story proceeds, you can also make a call to them. A mark to the right of the Trainer's name means they want to battle with you.

MATCH CALL	
RUSTBORO CITY	► DEON PRES PROF. RIO NEIGHBOR
No. registered	5
No. of battles	24
OPEN	CANCEL
POKÉMON NAVIGATOR	

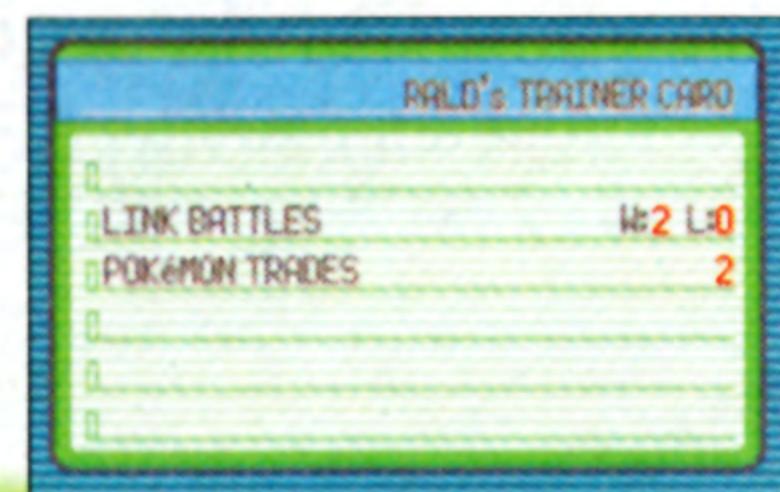
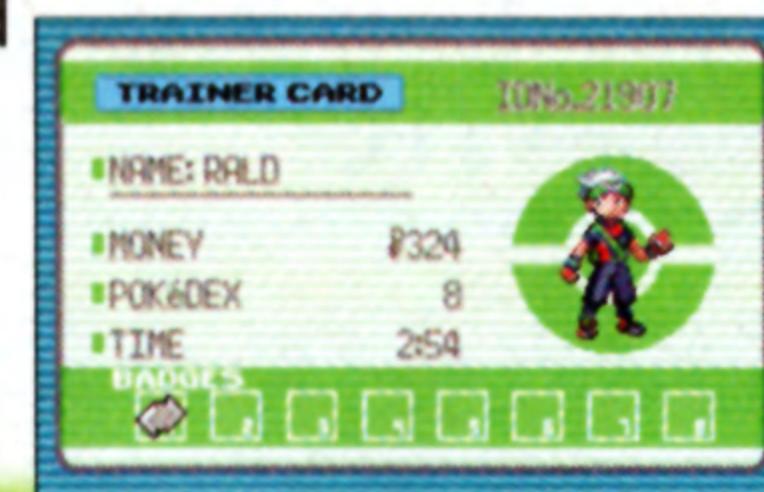
## ◆ Ribbons

View the Ribbons that your Pokémons have been awarded. Pokémons will win Ribbons when they get first place in a Contest and so on. You cannot view Ribbons until you have won at least one.



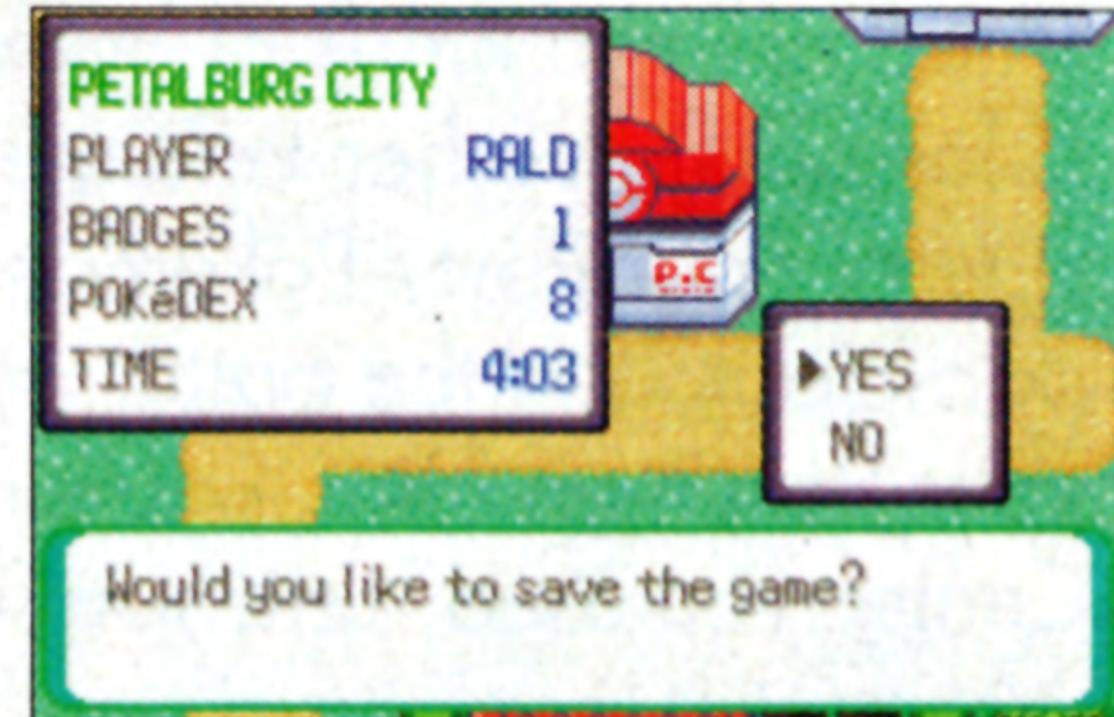
## © Your Name ©

View your own Trainer Card. On the front it displays information such as ID Number, the amount of money you have, the number of Pokémons you've caught, how long you've been playing, and which Badges you have. By pressing the A Button, you can also see the back side. After having traded or fought using a Game Boy Advance and the Game Link cable or Wireless Adapter, it will display how many times you've traded Pokémons and your Link-Up Battle record with friends.



## © Save ©

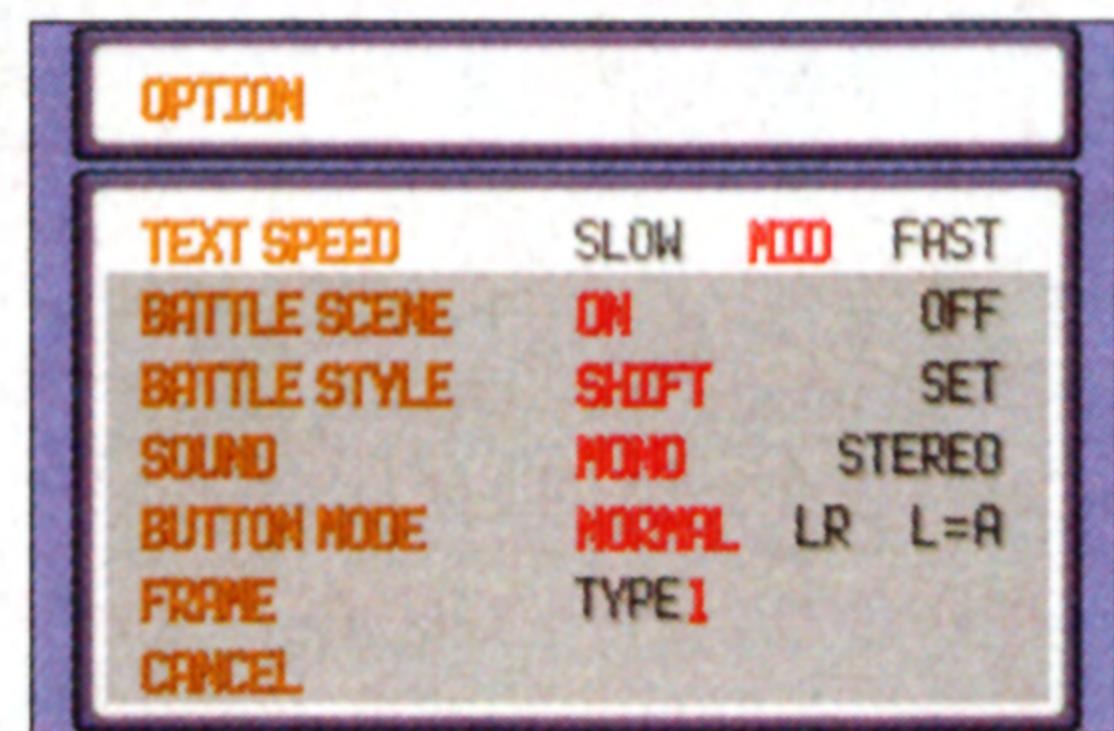
You can save your game at any time, except during a battle or Contest. By choosing Continue, you can continue playing from the last place you saved at.



\*Do not turn your Game Boy Advance system off until the game has finished saving.

## © Options ©

Change certain game settings (this information is the same as the Options on page 14).



## About Battles

There are two kinds of battles. One is for fighting against Wild Pokémon, and the other is for battling other Pokémon Trainers. When a battle starts, the Pokémon on the left side of your Party Pokémon will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points. However, if all your Pokémon faint, you will lose the battle, you will be returned to the last Pokémon Center you used, and you will lose half of your money.

### • Fighting Wild Pokémon •

Pokémon live in places such as caves and grassy areas, so when you pass through such places, Wild Pokémon may attack. When they do, you can use a Poké Ball (or another type of ball) to catch them.



### Use a Pokémon's Type to Your Advantage

Various types of Pokémon (such as Electric, Grass, etc.) each have different advantages and disadvantages against other types. For example, Water-type moves have the greatest effect on Fire-type Pokémon, while Ground-type moves have no effect on Flying-type Pokémon. Use these qualities to your advantage to come up with an effective battle advantage.

## © Battling a Pokémon Trainer ©

If you make eye contact with a Trainer, or walk in front of one, they will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money.

\*You cannot capture an opponent's Pokémon.

During a battle against a Trainer, the number of Pokémon you each have will be indicated by a symbol.



## ◆ Double Battle

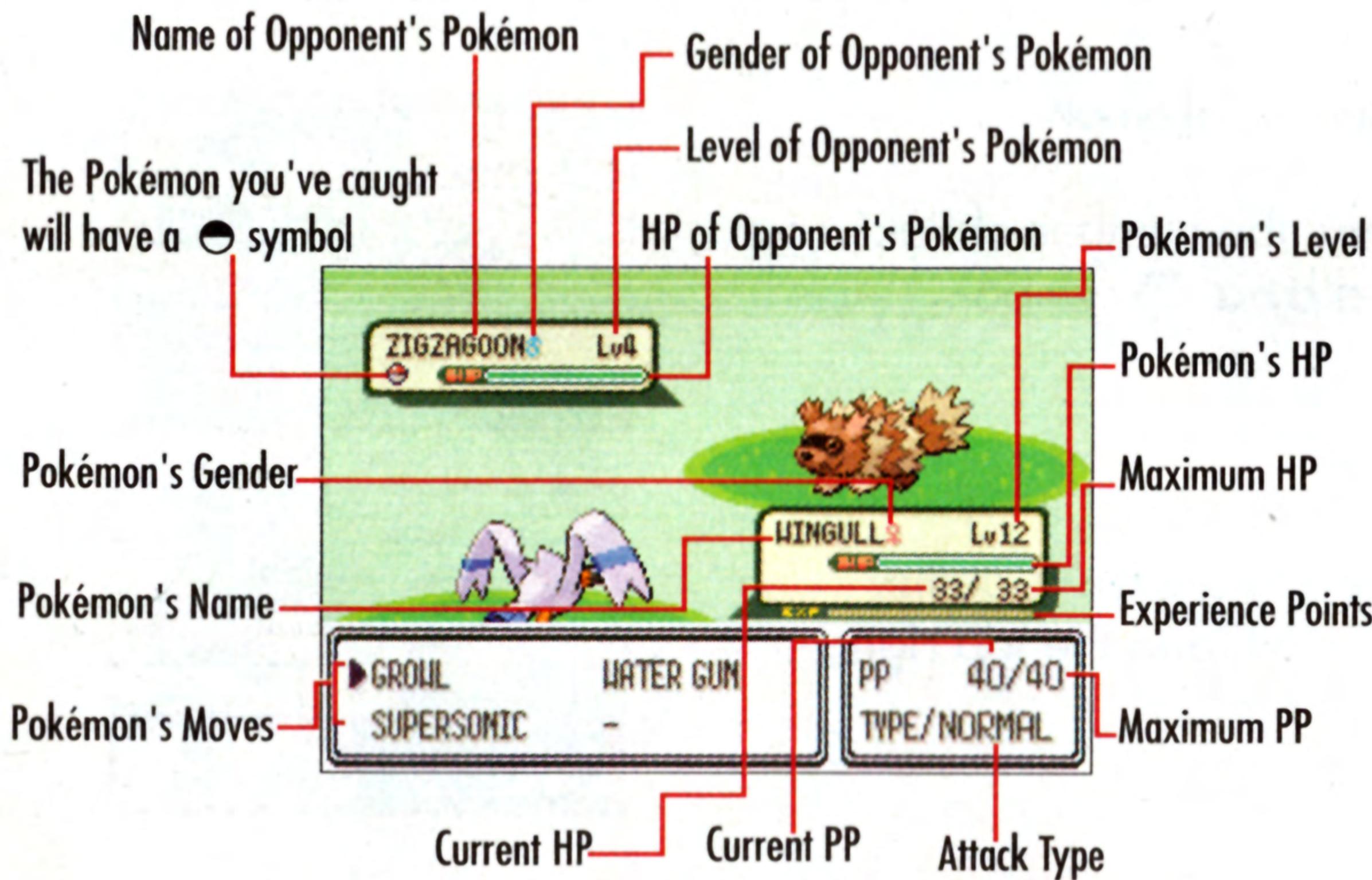
Some Trainers will challenge you to a 2-on-2 battle. When a Double Battle starts, the left and the top right Party Pokémon will appear.

## Use Your Pokémon's Ability!

The "ability" that your Pokémon has affects it both during battles and in the field. There are various abilities and effects. When your Pokémon's status is abnormal, its ATTACK will increase, or the ratio of encountering Wild Pokémon will rise, and so on. Use your Pokémon's ability wisely to size up and battle against opponents.



## ©The Battle Screen©



\*You can use items to restore HP and PP. You can also heal your Pokémon at a Pokémon Center for free.

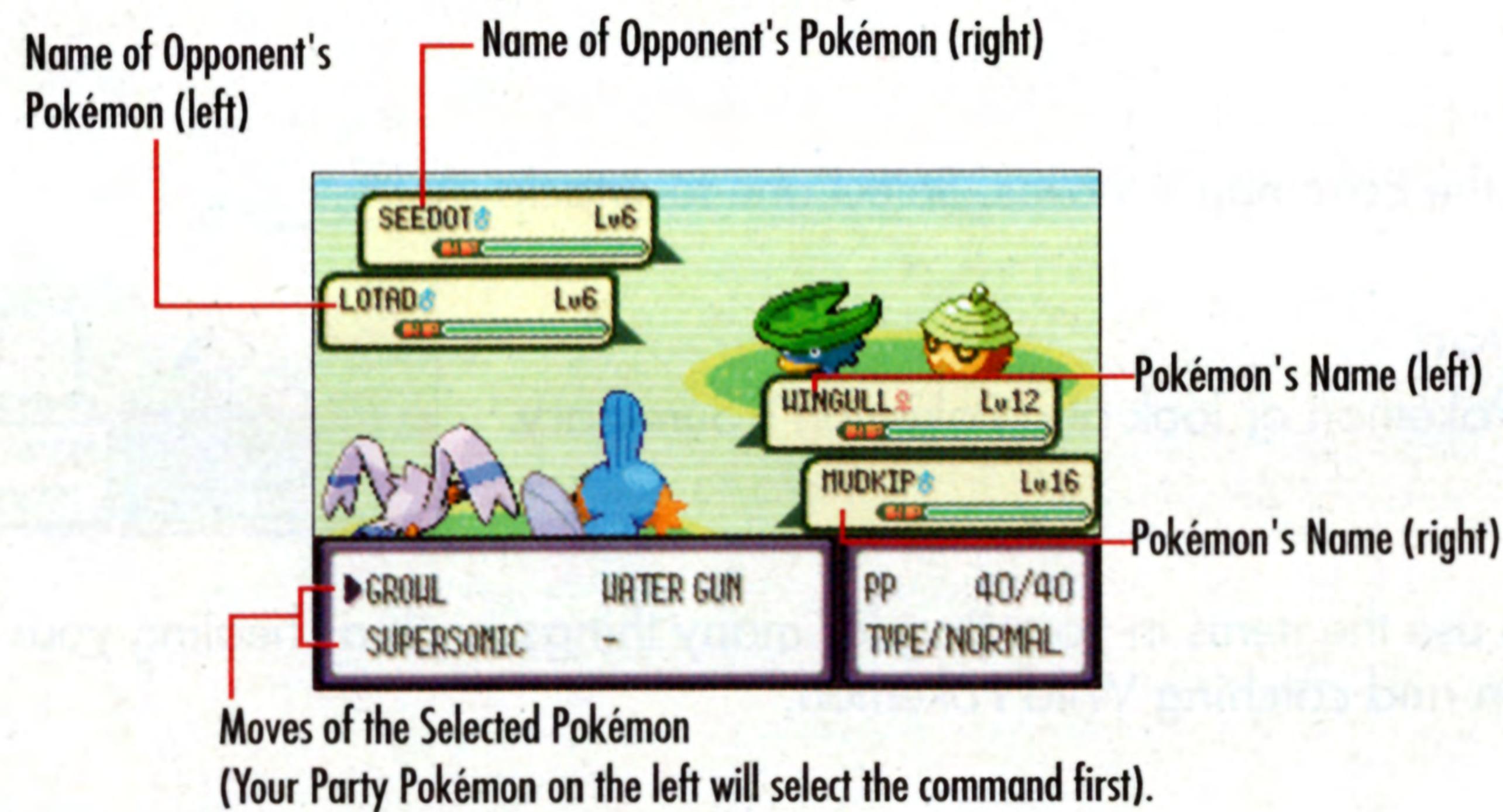
**HP** .....Pokémon's vitality.  
When HP reaches 0, the  
Pokémon faints and can't battle  
any more.

**PP** .....Number of times a  
particular Move can be used.  
When PP reaches 0, the  
Pokémon can't use that Move  
anymore.

**Experience Points** .....  
Displays the Experience Points  
in the current Level. When the  
gauge becomes full, the  
Pokémon's Level goes up.

**Pokémon's Gender** .....  
♂ is male, and ♀ is female  
(some Pokémon are  
unidentified).

## ©The Battle Screen / Double Battle©



### About Double Battles

When a Double Battle starts, the Pokémon on the left and the top Pokémon on the right of your Party Pokémon will appear. In addition to Moves that attack one Pokémon, there are also Moves that attack two Pokémon at the same time! It's best to fight with a variety of strategies. Try things like throwing two different types of Pokémon into a battle, so that your Pokémon avoid getting hit in their weak spot. Also, beat an opponent's Pokémon one by one with converging attacks!

## •Battle Menu•

### ◆ Fight

Display the Pokémon's Moves. Select one to attack.

### ◆ Pokémon

Switch Pokémon or look at a Pokémon's Summary.

### ◆ Bag

You can use the items in your Bag for many things, such as healing your Pokémon and catching Wild Pokémon.

### ◆ Run

Escape from a battle. Sometimes this fails.

You cannot run from a battle against a Trainer.



## When Status is Affected

When you get hit by an opponent's attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Or, you can take it to a Pokémon Center where it will recover completely.

### Poison

Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished. \*The screen will shake, and a sound will be heard with each step when affected by Poison.

### Paralyze

Numbs the Pokémon's body and makes it difficult for it to use its Moves. Its Speed decreases as well.

### Sleep

Puts opponent to sleep, making it unable to fight. The Pokémon wakes up after a while.

### Ice

Freezes Pokémon so that it cannot fight. A Frozen Pokémon might thaw eventually.

### Burn

Gradually decreases Pokémon's HP during the battle. Its Attack goes down as well.

### Confuse

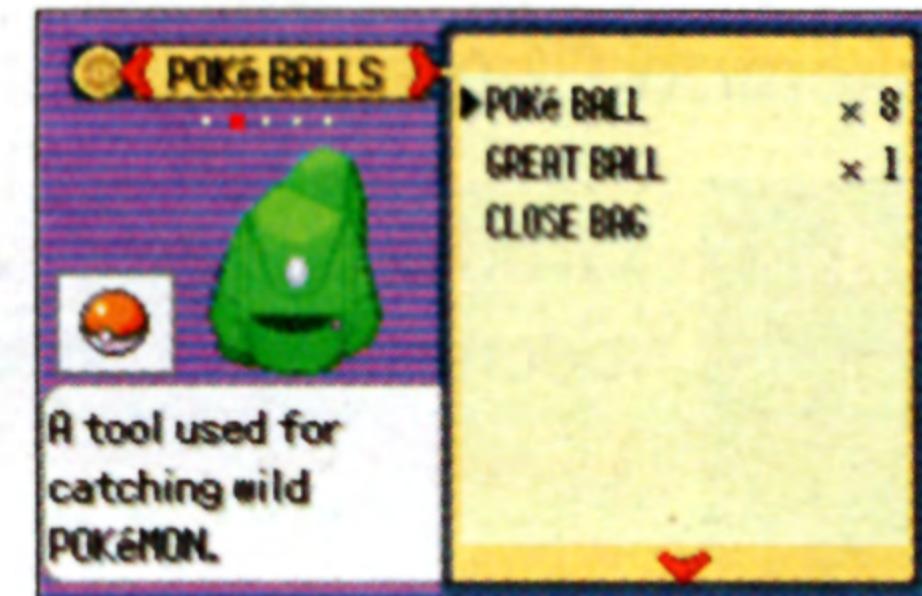
If the Pokémon uses a Move during battle, there is a chance it may attack itself.  
\*It will recover when the Pokémon goes back to its Poké Ball.

### Faint

When its HP reaches 0, the Pokémon can no longer battle.

# Catching and Raising Pokémon

You can catch Wild Pokémon with Poké Balls. Once you are in a battle, select "BAG." Next, choose a Poké Ball to throw at the Pokémon and catch it. If you have six Pokémon already in your party, the Pokémon you caught will be automatically sent to "Someone's PC." After you catch the Pokémon, you can give it a Nickname.



## ◆ Tips for Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.

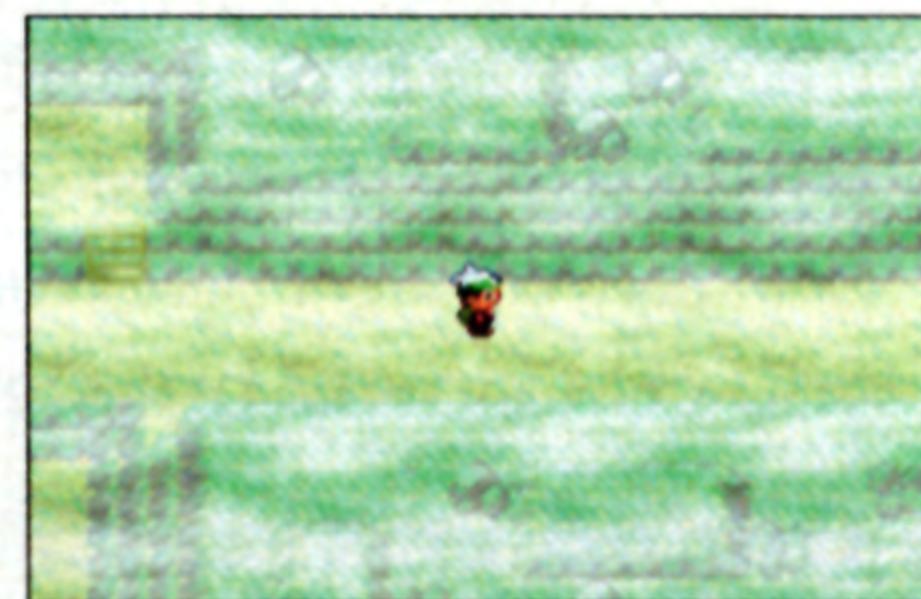
See page 40 for information on the different types of Poké Balls.



## Where to Find Pokémons

Pokémon inhabit caves and areas with tall grass.

\*If your Pokémon's HP is low, and you don't want to fight, avoid walking in these grassy areas. Inside caves, Wild Pokémon can be found all over the place.



Pokémon may appear when you are crossing a lake or the ocean by using HM Surf. You can also use a Fishing Rod by the water, or while crossing water, to catch some Pokémon. Press the A Button when "Oh! A bite!" appears.



## ©Tips on Raising Pokémons ©

### ◆ Raising Low-Level Pokémons

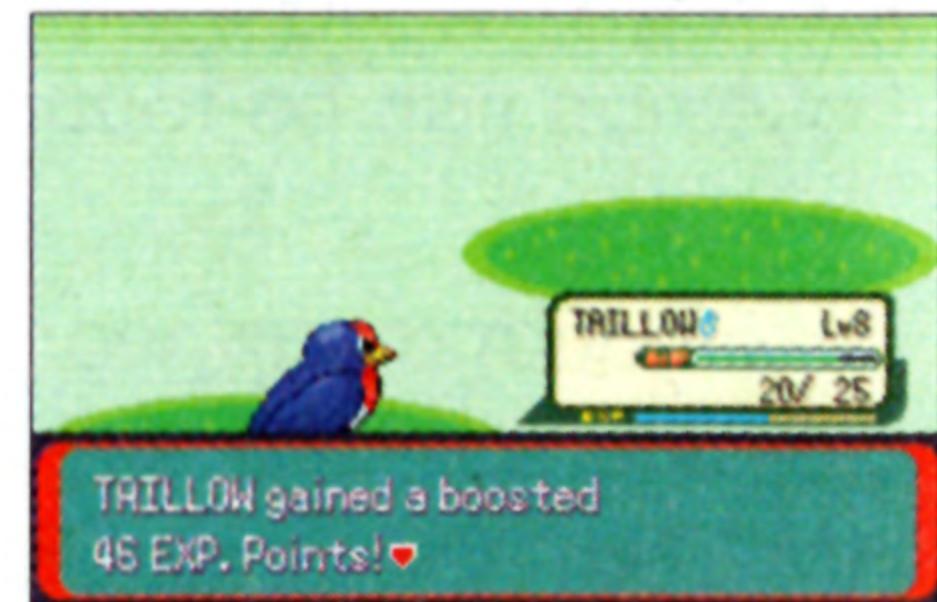
First of all, place the Pokémons that you want to raise on the left side of your Party Pokémons. Then, immediately switch to another Pokémon as soon as you enter battle. As long as you win the battle, even the weaker Pokémons that didn't fight will receive a portion of the Experience Points. This takes a bit of effort, but by repeating these steps, you can slowly but steadily increase the Level of a weak Pokémon.

### ◆ Traded Pokémons Grow Faster

Pokémons you get from a trade receive a larger-than-normal portion of Experience Points when they win a battle. Try to trade with your friends a lot (see pages 48-51 and 54-57). However, if the traded Pokémons' Level is too high, they might not listen to you unless you have the right Badges.

### ◆ Leave Your Pokémons at a Day Care

During your adventure, there is an older couple who will raise your Pokémons for you. You can leave up to two Pokémons with them at a time. It takes a while to raise them, so wait a bit before you come back to check on them. You will also need to pay the couple a small fee when you pick your Pokémons up from them.



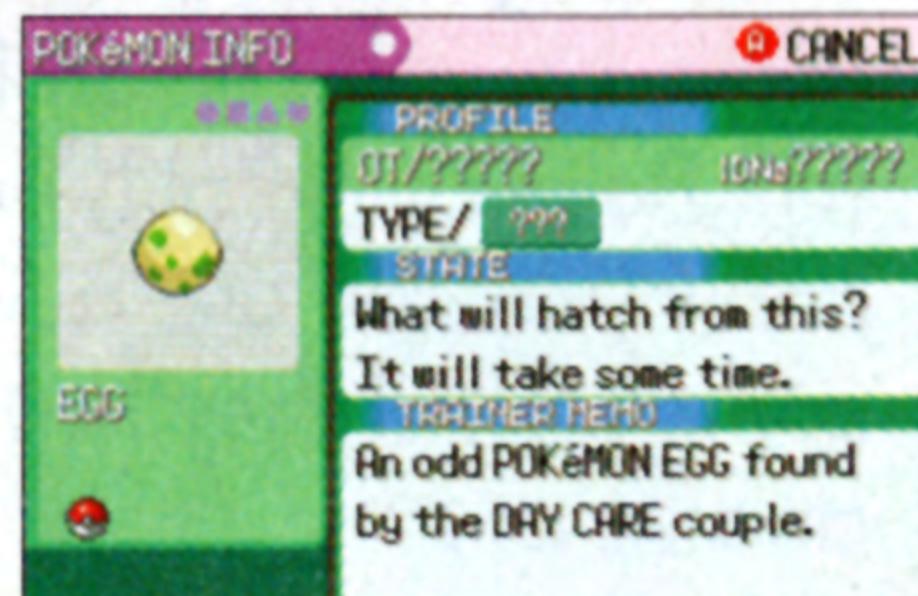
## ©Pokémon Evolution©

There are some Pokémons that evolve and change form if certain conditions are fulfilled. A Pokémon can evolve when its Level increases, through the use of an Evolution Stone, if it is traded, and so on. There is also a rumor that there are other ways they can evolve...



## ©A Pokémon Egg ©

There are many unsolved mysteries about Pokémons, and the Pokémon Egg is just one of these. If you leave a couple of your Pokémons at a Day Care, you may return to find an Egg.



## Buildings in Town

There are many different buildings and houses in each town, and also many people to talk with. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information for your adventure.

### ©Pokémon Center ©

The people here will heal your injured Pokémons for free. You can also do other things here, such as use the PC. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

\*You can use a Game Boy Advance and transmit with a friend on the second floor of any Pokémon Center.

For information about transmissions, see page 48.

### ◆Healing Your Pokémon

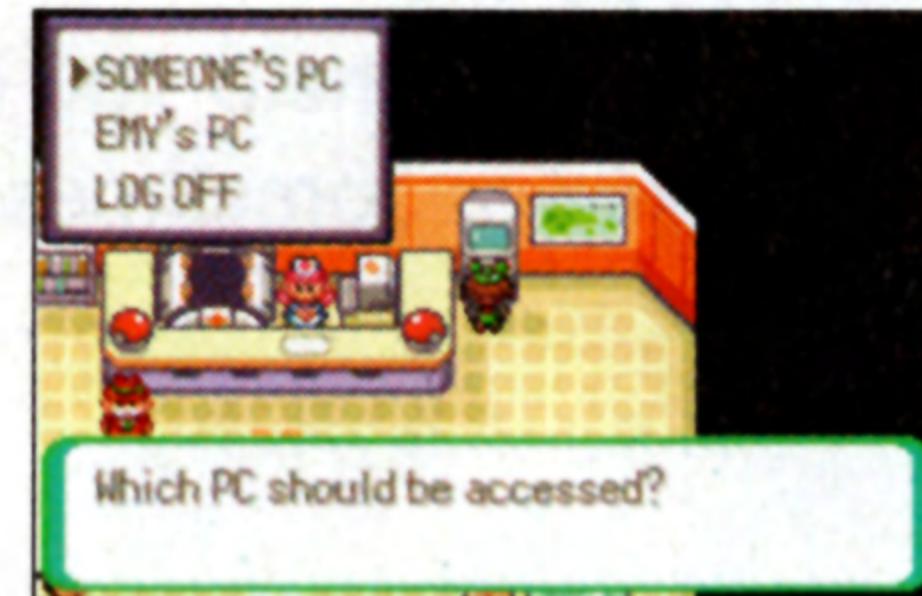
Leave your Pokémons here to completely recover their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a Move). Your Pokémons will also recover completely if they have fainted or are Paralyzed, Poisoned, and so on.



## ◆ PC

By using a PC, you can store or withdraw your items and the Pokémons you've caught.

\*PCs are also available in other buildings in addition to the Pokémon Center.



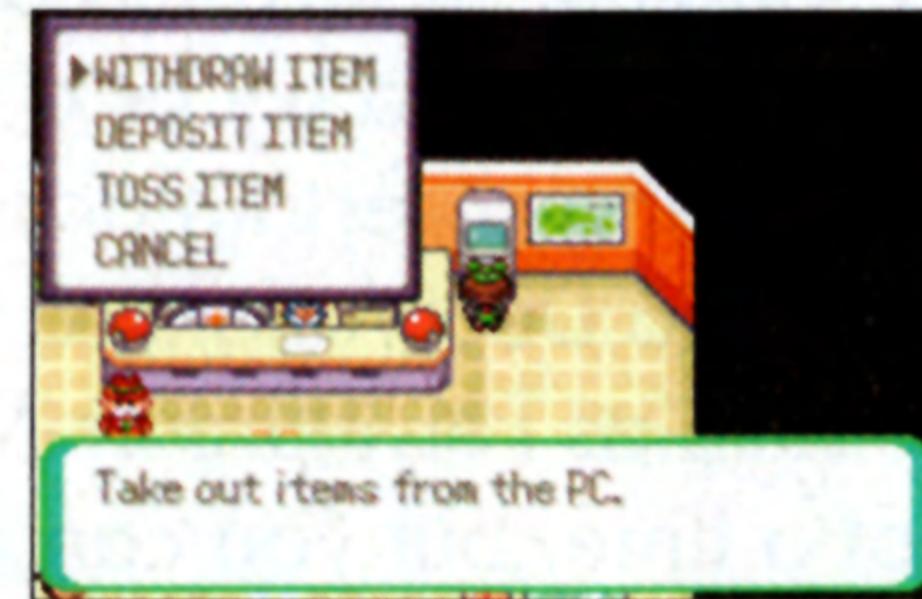
### • Someone's PC

Store or withdraw Pokémons you've caught. You can store up to 30 Pokémons in each of the 14 boxes. You can carry up to six Pokémons with you. If you are already carrying six Pokémons, any additional Pokémons you catch will be sent directly to Someone's PC. If your current box is full, the caught Pokémons will be sent to the next box automatically.



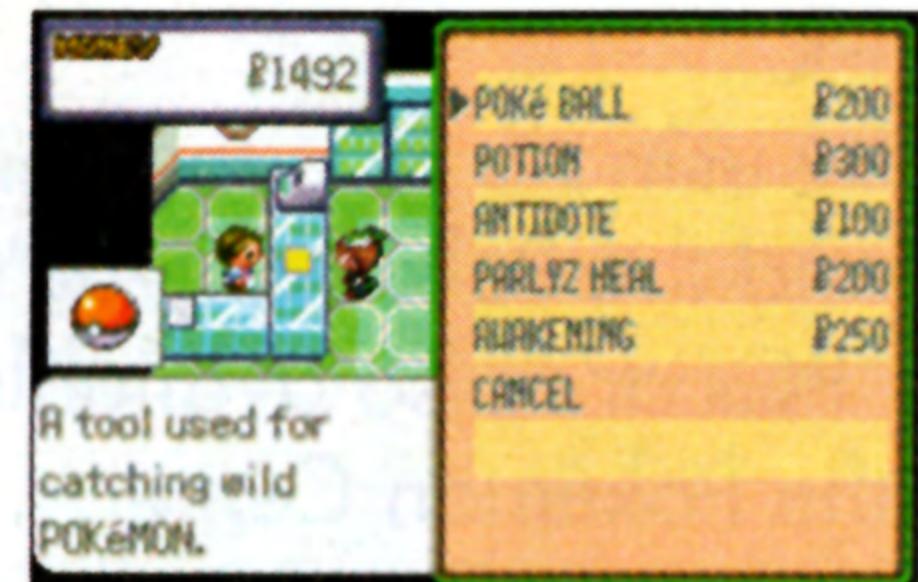
### • Your PC

Store and withdraw your items. You can also store your Mail here.



## © Poké Mart ©

Buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things.



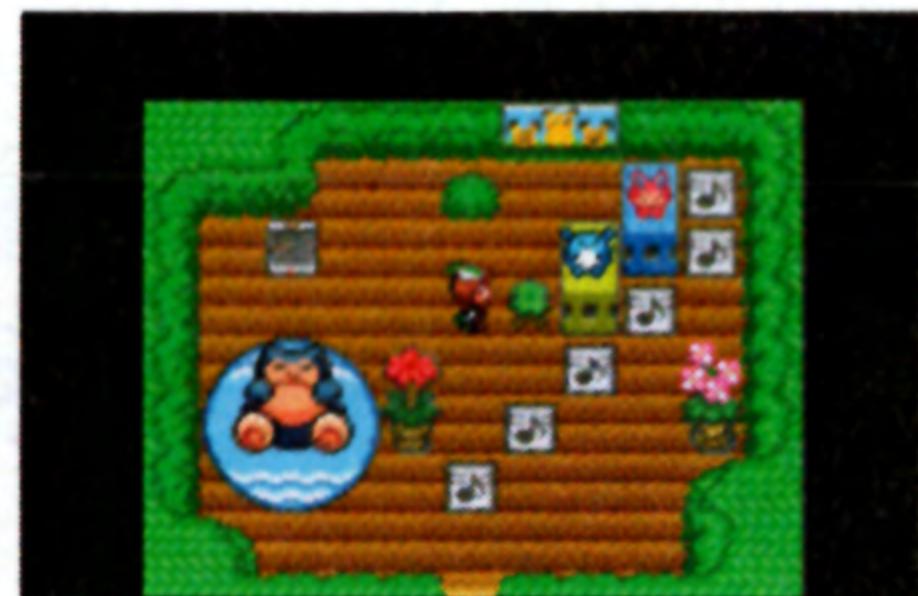
## © Your Room ©

Add Decorations to your room by logging on to your PC. You can display Poké Dolls and other items.



## © Secret Base ©

Along roads or in forested areas you may come across a place (such as a tree with ivy or a wall with a small hole in it) where, by performing a certain action, you can set up a Secret Base! You can add Decorations to your Secret Base, placing various goods such as Furniture or Mats. You can only have one Secret Base at a time, but you can change the location of your Secret Base whenever you want!



## ©Battle Tent©

This is a facility with new and different rules for Pokémon battles. It is located in a few places, and the battle rules differ from place to place. If you win three matches straight, you'll get a prize.



## ©Pokémon Contests©

The Pokémon Contest is held someplace in the Hoenn region. This contest allows Pokémon to compete using their charms. There are five competition categories. They are Cool, Beauty, Cute, Smart, and Tough. You can choose a category suited to your Pokémon. Improve your Pokémon's Condition by giving it Pokéblocks (see page 45). If your Pokémon wins first place, it can get a Ribbon.



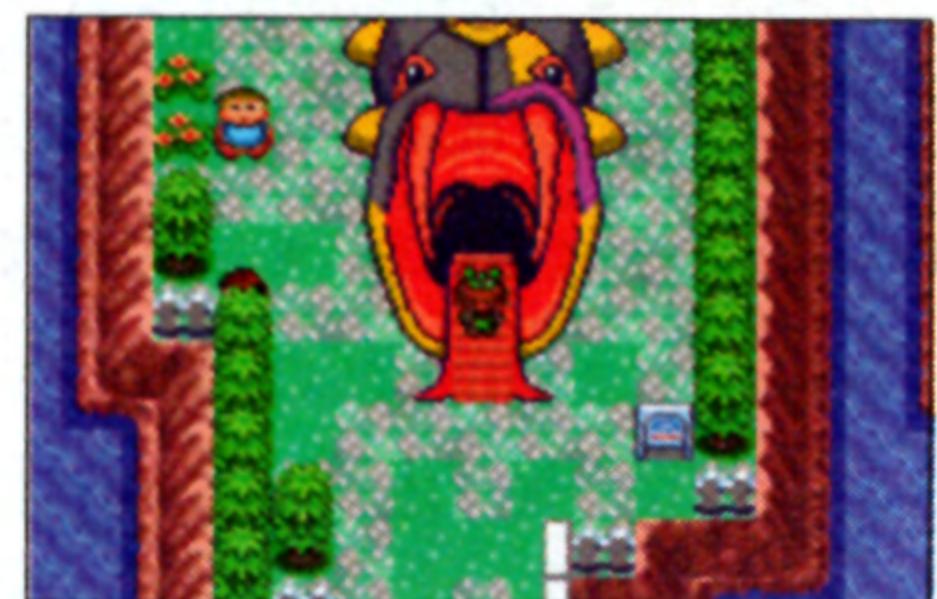
## ● Battle Frontier ●

This game introduces a new area called Battle Frontier. You can enjoy many different Pokémon battles here, all with different rules. Once you have entered the Hall of Fame, you can enter this area.



### ◆ Aim to Be the Strongest at Battle Frontier!

At Battle Frontier there are seven different battle facilities ready for your Pokémon to do battle in. You will challenge each facility and obtain a symbol as proof of your victory. Collect all of the symbols and aim to be the strongest Trainer!



Also, when you have a great battle, you'll obtain Battle Points (BP). Save the points and exchange them for wonderful prizes.

A screenshot of a menu titled "670BP". It lists various items and their cost in Battle Points (BP): PROTEIN (1BP), CALCIUM (1BP), IRON (1BP), ZINC (1BP), CARBOS (1BP), and HP UP (1BP). Below the menu is a green speech bubble containing the text: "Raises the stat RTTACK of one POKÉMON."

# Various Items

Your Bag holds all of your items, such as Antidotes, Potions, and Poké Balls, which come in handy during your adventure. You can obtain items in many ways, such as buying them at stores, finding them during your journey, and receiving them from other people. There are many different types of items. The following are just a few of them...

## ● Items ●

There are various items that can heal or power up Pokémon.

### ◆ Recovery Items

POTION	Restores Pokémon HP by 20.
ANTIDOTE	Cures Poisoned Pokémon.
ETHER	Restores Pokémon PP by 10.
REVIVE	Revives fainted Pokémon and restores HP to half of the Pokémon's maximum HP.

### ◆ Pokémon Power-Ups

RARE CANDY	Increases a Pokémon's Level by one.
HP UP	Increases basic HP.
DIRE HIT	Causes attacks to easily hit an opponent's weak spot—can be used only during battle.

## ◆ Useful Items

### ESCAPE ROPE

Used for escaping from places such as caves.

### REPEL

Prevents weak Wild Pokémon from attacking in places like grassy areas.

\*Effective for up to 100 steps.

## ◆ Give These to Pokémon to See Their Effects...

### SILK SCARF

Increases the power of Normal-type Moves.

### QUICK CLAW

Occasionally allows your Pokémon to strike first.

## ◎ Varieties of Balls ◎

These are necessary for catching Pokémon. Use the different Poké Balls creatively depending on the types of Pokémon you encounter.

### POKé BALL

Catches Wild Pokémon.

### GREAT BALL

Catches Wild Pokémon more efficiently than a Poké Ball.

### ULTRA BALL

Catches Wild Pokémon more efficiently than a Great Ball.

### MASTER BALL

Catches Wild Pokémon 100% of the time.

### REPEAT BALL

Makes it easier to catch Pokémon that you've already caught.



## ©Technical and Hidden Machines ©

Both Technical and Hidden Machines allow your Pokémons to learn new Moves. Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémons will be able to learn different Moves.

### ◆ Examples of Moves Used in the Field

#### •Hidden Moves

CUT
FLY
SURF
STRENGTH
FLASH
ROCK SMASH
WATERFALL
DIVE

Instantly cuts down trees that block the road.

Instantly returns you to a town you've previously visited.

SURF

Lets you move across bodies of water, such as the sea or rivers.

STRENGTH

Pushes heavy rocks.

FLASH

Lights up pitch-black caves, making it easier to get around.

ROCK SMASH

Smashes rocks that block the road.

WATERFALL

Lets you climb up torrential waterfalls.

DIVE

Lets you Dive into the sea and move around underwater. Press the A Button in a place where the water color is deep, then you'll Dive! Pressing the B Button in the water allows you to come back up to the surface.

#### •Moves

DIG
SECRET POWER

Lets you escape from places such as caves.

Lets you climb up a tree by dropping ivy. You can also make an entrance at a wall with a small hole.

\*There are other Moves that can be used both in battles and in the field. Even if your Pokémons has fainted, it can use TMs/HMs in the field. However, you'll need certain Badges in order to use the HMs.

## ©Key Items©

Other valuable items that help you in your adventure or support raising your Pokémons.

### BIKE

Allows you to move around at faster speeds. There are two types of Bikes, Mach Bike and Acro Bike. Each performs differently.

### OLD ROD

Use this near water to catch water Pokémons.

### GOOD ROD

Lets you catch water Pokémons that can't be caught using the Old Rod.

### COIN CASE

Use this to carry coins that you can use to play games at the Game Corner.

### POKéBLOCK CASE

Use this to carry Pokéblocks that you can feed to your Pokémons.

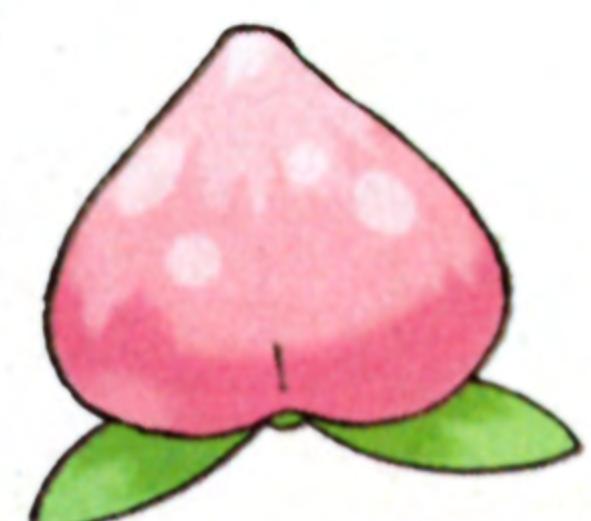
## SELECT Feature

Some of your Key Items can be assigned to SELECT. Once you have assigned an item to SELECT, simply press SELECT while moving around in the game to use that item! For example, if you enter your Bike, you can ride it just by pressing SELECT. You don't even have to open the Menu Screen, so it's very convenient! To register SELECT, pick an item in the Key Items Screen and choose it with the register command.

## © Grow Berries and Collect Them! ©

On your journey in the Hoenn region, you will find some places where fruit-bearing trees grow. A tree will disappear once you pick its Berries; however, it will grow back if you plant a Berry in the same spot! Besides being the raw material of Pokéblocks, there are many uses for Berries, such as recovering a Pokéémon's status and more. Raise many Berries by pouring water on the trees as they grow.

If a Pokéémon is holding a Berry, it can use it during a battle to restore itself or cure status problems. Also, Berries are the ingredients of a Pokéblock, which makes your Pokéémon's Conditions increase. If you go to the Direct Corner of the Pokéémon Wireless Club on the second floor of a Pokéémon Center and do the Berry Crush (see page 62), you can make Berries into powder. Powder can be exchanged for precious items somewhere...



## Let Your Pokémon Hold a Berry

On the road or in wide-open spaces, you'll find fruit-bearing trees. There are many different effects of Berries, such as curing Poison, curing Paralysis, and so on. If your Pokémon holds this kind of Berry, it will use it by itself during a battle when damaged. Besides Berries, there are other items which will have certain effects when held (see page 40).



### Oran Berry

A Pokémon holding this Berry will use it during a battle to restore some HP.

### Rawst Berry

A Pokémon holding this Berry will use it during a battle to cure a burn.

### Razz Berry

Raw material of Pokéblocks. You can make Pokéblocks by blending this Berry with other Berries.

## ©What are POKéBLOCKS? ©

Pokéblocks are candy that increase the Conditions of Pokémons. The higher a Pokéblock's quality is, the more you can increase the Pokémon's Condition. If its Condition is high, the Pokémon will enjoy a higher reputation at a Pokémon Contest (see page 37). Pokéblocks are made by blending several Berries with a machine called a Berry Blender. You need a Pokéblock Case to give a Pokéblock to your Pokémon. You can get the Pokéblock Case during your adventure.

## ©How to Make a POKéBLOCK©

You can make a Pokéblock by using a machine called a Berry Blender. Choose a Berry as material and then put it into the Berry Blender. When the pointer starts to spin, press the A Button with exact timing as it passes your marker to speed it up. The faster the maximum speed is, the better the Pokéblock becomes. The combination of Berries determines which color Pokéblock will be made. Because each Pokémon has its favorite Pokéblock, try feeding various colors of Pokéblocks to your Pokémon. You can also create Pokéblocks with your friends (see page 63).



# Gym Leaders and Badges

There is a Leader in every Pokémon Gym. Every Leader is a tough and specialized Trainer. For example, one Leader may be an expert with Rock Pokémon, while another strikes with Electric-type attacks. However, if you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges gives you many effects and also allows you to use HMs that previously could not be used in the field, even if your Pokémon had learned them.



## Rustboro City Gym / Roxanne **Stone Badge**

Increases the Attack Power of your Pokémon. Allows you to use Cut, even outside of battle.



## Dewford Town Gym / Brawly **Knuckle Badge**

Causes all Pokémon of Level 30 and below to obey you, even if you got them in a trade. Allows you to use Flash, even outside of battle.



## Mauville City Gym / Wattson **Dynamo Badge**

Increases your Pokémon's speed. Allows you to use Rock Smash, even when outside of battle.

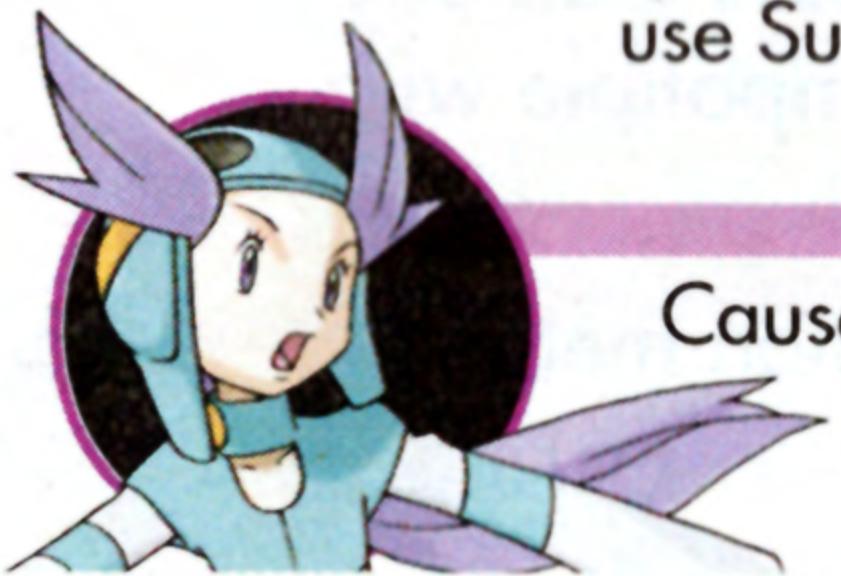


### Lavaridge Town Gym / Flannery **Heat Badge**

Causes all Pokémons of Level 50 and below to obey you, even if you got them in a trade. Allows you to use Strength, even when outside of battle.

### Petalburg City Gym / Norman **Balance Badge**

Increases your Pokémons's defensive power. Allows you to use Surf, even when outside of battle.



### Fortree City Gym / Winona **Feather Badge**

Causes all Pokémons of Level 70 and below to obey you, even if you got them in a trade. Allows you to use Fly, even when outside of battle.



### Mossdeep City Gym / Tate & Liza **Mind Badge**

Increases your Pokémons's Special Attack and Special Defense. Allows you to use Dive, even when outside of battle.



### Sootopolis City Gym / ????? Rain Badge

Causes all Pokémons to obey you. Allows you to use Waterfall, even when outside of battle.

In order for your Pokémons to use an HM, you must first obtain the actual HM and then teach it to your Pokémons.

## Linking Up

NOTE: Although you can enjoy this game on your Nintendo DS, the ability to link up, trade, and battle with other versions of Pokémons is only available when you are playing on a Game Boy Advance.

When using a Game Boy Advance, Pokémons Emerald enables you to have fun trading or battling with your friends by using the Game Boy Advance Wireless Adapter or Game Boy Advance Game Link cable (each sold separately). It is compatible with Pokémons Ruby, Sapphire, Emerald, FireRed, and LeafGreen.

Be sure to check which Game Pak is compatible with which transmission methods using the chart below or the Transmission Compatibility Chart (see page 76).

	<b>Emerald</b>	<b>Ruby/Sapphire</b>		<b>FireRed/LeafGreen</b>	
<b>Emerald</b>	Wireless Adapter	Game Link cable	—	Game Link cable	Wireless Adapter

- **Transmission Compatibility Chart** (see page 76)

For detailed connection information on the Wireless Adapter and Game Link cable, see the following contents:

- **How to use the Wireless Adapter** (see page 50).
- **How to connect the Game Link cable** (see page 51).

## >About Linking Up

- |                                      |         |                           |         |
|--------------------------------------|---------|---------------------------|---------|
| • Playing in the Union Room          | Page 52 | • Berry Crush             | Page 62 |
| • Trade Pokémons at the Trade Center | Page 55 | • Make a Pokéblock        | Page 63 |
| • Colosseum                          | Page 58 | • Enter a Pokémon Contest | Page 65 |
| • Mix Records                        | Page 60 | • Playing Mini-Games      | Page 67 |

The game data will be saved when you start the link.

## ♦ When Using the Wireless Adapter

First you'll need to talk to the receptionist. She asks you to select either "BECOME LEADER" or "JOIN GROUP." One of the players will select "BECOME LEADER," and the others should select "JOIN GROUP." The people who selected "JOIN GROUP" need to choose which leader they want to join. The person who selected "BECOME LEADER" can confirm whether the people who want to join the group are right or not. Check their ID and name, then select either "YES" or "NO."

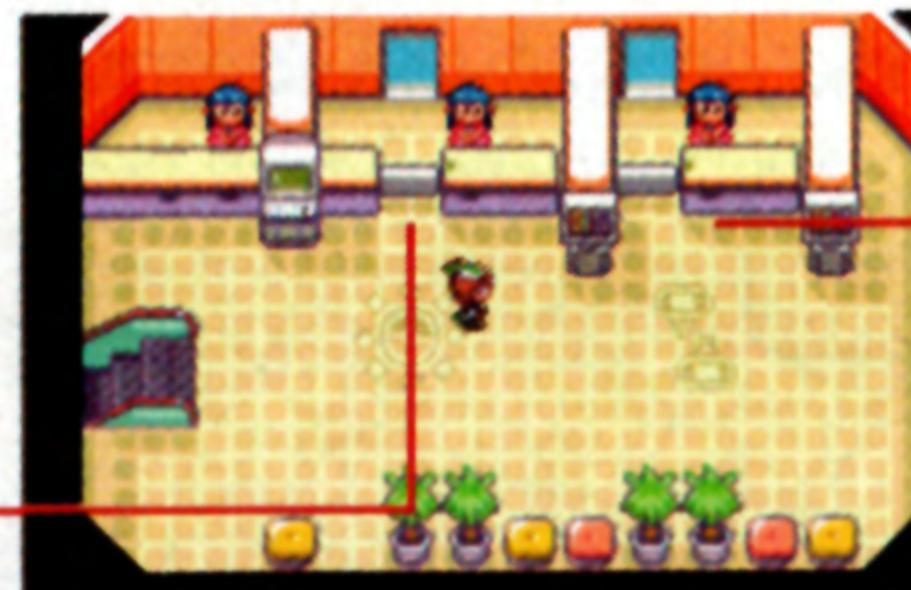
At the Direct Corner, if more than one player selects "BECOME LEADER" at the same time, their names will all be displayed on the name list. The leader then needs to check the names and ID numbers of the participants and confirm that all of the correct participants are assembled.

When you want to transmit, go to the appropriate place and follow the instructions for preparation.

## ◆When Using the Wireless Adapter (Wireless Club)

### Pokémon Center Second Floor

Union Room



Direct Corner

- Trade Center
- Colosseum
- Record Corner
- Berry Crush

### Contest Area



Participate in  
the Contest (two to four players)

### Game Corner

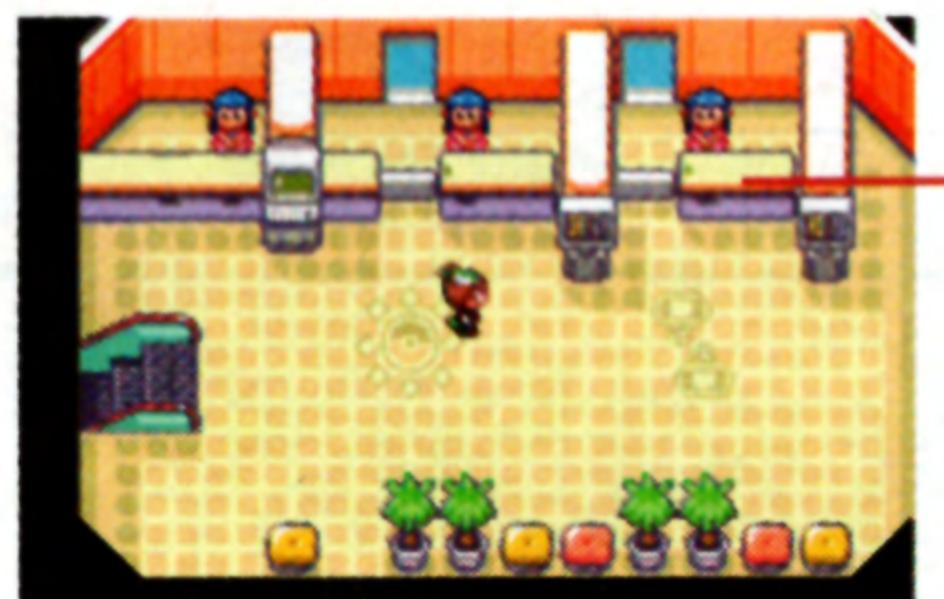
Mini-Games



Berry Blender  
(make Pokéblocks)

## ◆ When Using the Game Link cable (Cable Club)

### Pokémon Center Second Floor



Direct Corner  
•Trade Center  
•Colosseum  
•Record Corner

### Contest Area



Berry Blender  
(make Pokéblocks)

Participate in  
the Contest (two to four players)

When players all use Pokémon Emerald, two to four players can join in the contest. However, if a player using Ruby/Sapphire joins, the number of participants needs to be four players.

## Playing in the Union Room

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	—	Wireless Adapter
—	—	—	—

The Union Room is the place where players who are equipped with a Game Boy Advance and the Wireless Adapter can enjoy Pokémon trading, battling, and chatting. To join, you need to talk to the receptionist at the Union Room counter and save the game.  
\*You need two or more Pokémon in your party to go into the Union Room.



## ◆ Talking to Other Players

The following can be done if you talk to other players in the Union Room.

### • Greetings

View each other's Trainer Cards.

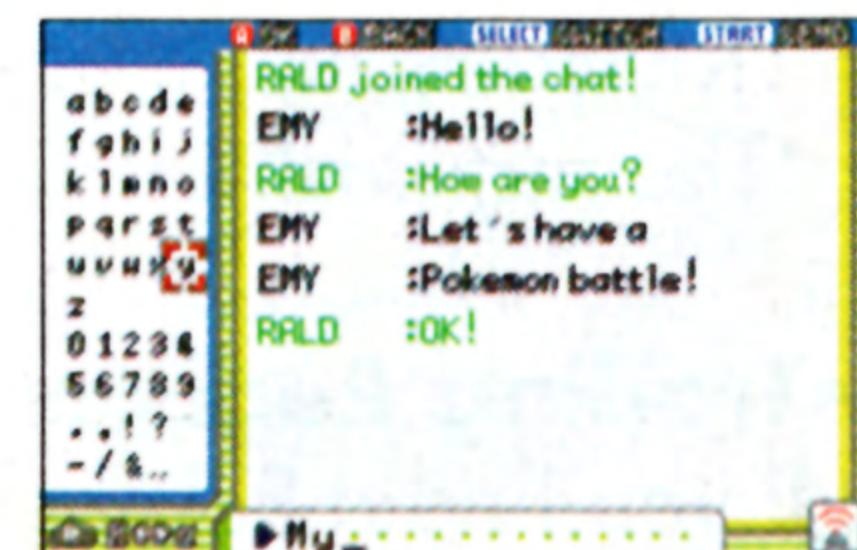
### • Battle

There will be two Pokémon on each side. Two people use one Pokémon each for a Single Battle.

\*You'll need to have at least two or more Pokémon (which are Level 30 or below) in your party in order to participate in a battle.

### • Chat

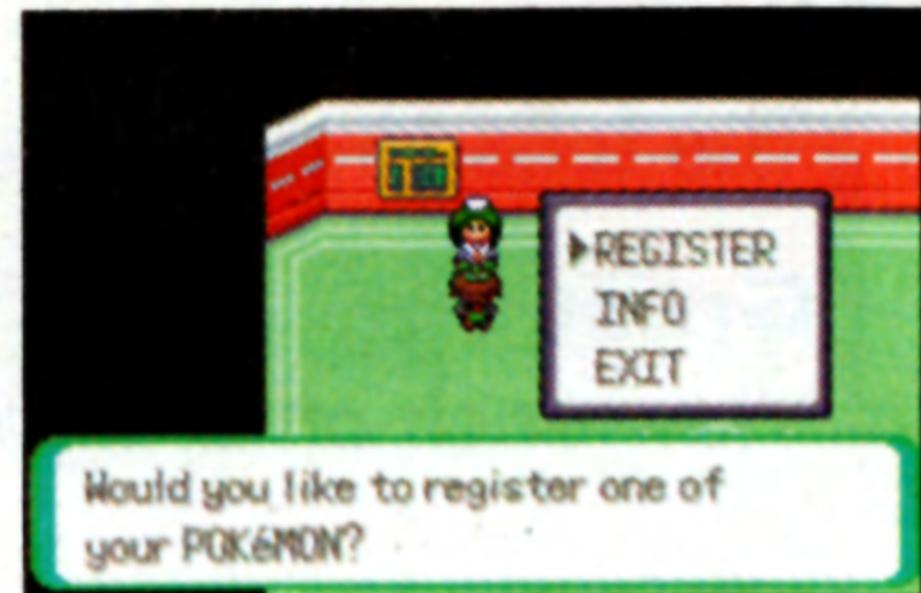
Each player inputs characters (letters or symbols) to have a conversation. Additional people can join, even if the chat is already in progress. Up to five people can attend at the same time.



- Select a character by using the + Control Pad and confirm with the A Button.
- Use the R Button to select uppercase or lowercase.
- Use SELECT to switch text characters.
- When you have completed your sentence, press START to send your message.
- To quit, press the B Button and select "YES" on the lower right of the screen.

## ◆Pokémon Trading Board

If you want to trade your Pokémons to someone else, check the Trading Board in the upper-left corner of the Union Room. Use this Trading Board and register your Pokémons.



### •Registering Pokémons to Trade

Talk to the lady next to the Trading Board to select the Pokémons you want to trade in your party. Next, select the type of Pokémons you want from the list. Then your registration is complete. There might be an offer from another Trainer who sees the Trading Board and wants to trade.

\*You can only register one Pokémon at a time.

\*The registration can be canceled if you talk to the lady once again.

### •Trading Registered Pokémons

If you find a Pokémon you want to trade for on the Trading Board, set the cursor on it and press the A Button to propose a trade to the Trainer who owns it. If both Trainers agree, the Pokémon will be traded.

\*The registered Pokémons will be automatically deleted from the Trading Board once you leave the Union Room.

\*You can also trade your Pokémons at the Direct Corner (see page 55).

## © Trade Pokémon at the Trade Center © (2-player Transmission)

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter Game Link cable	— Game Link cable	Wireless Adapter Game Link cable

If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49). You can trade your Pokémon with your friends by transmission.

### ◆ Trade with Ruby, Sapphire, and Emerald

Pokémon in the Hoenn region can be transferred to other Game Paks which also have the Hoenn Pokédex.

In order to trade Pokémon from Pokémon Emerald, Ruby, or Sapphire with Pokémon and Eggs from regions other than Hoenn, your Emerald Game Pak needs to be entered into the Hall of Fame, and the Pokédex needs to be upgraded to the National Pokédex.

### ◆ Trade with Pokémon FireRed and LeafGreen

In order to trade Pokémon between Emerald and FireRed/LeafGreen, the FireRed/LeafGreen Game Pak needs to be entered into the Hall of Fame first. Then, the Network Machine at the Pokémon Network Center needs to be activated. The player on the Emerald Game Pak needs to be entered into the Hall of Fame, and the Pokédex needs to be upgraded to the National Pokédex.

## ◆ Trade Your Pokémons

- Once the participants are determined, you'll be guided to the Trade Center room.
- Enter the Trade Center and face each other at the machine in the middle of the room to start trading.



- A list of the Pokémons you have in your party will appear. You then need to choose the Pokémons you would like to trade. Select "SUMMARY" to check the detailed information of your Pokémons. Once you choose a Pokémon to trade, press the A Button.



- You'll be asked if it is okay to trade that Pokémon. If so, select "YES" and press the A Button to confirm. Your Pokémon will then be traded.

\*Pokémon that evolve by being traded will evolve at this time.



- 5** Once the trade is complete, select "CANCEL" to return to the Trade Center.  
\*The traded Pokémon will be saved at this point.

### **Let a Pokémon hold an item before you trade it!**

Before you trade at a Trade Center, you can give an item to your Pokémon. In other words, you can trade items using Pokémon. You can give a rare or useful item to your friend this way. Also, if you give them Mail, you can exchange letters. There is a rumor that trading items this way will cause certain Pokémon to evolve...



## Colosseum (2 or 4 VS Transmission)

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter Game Link cable	— Game Link cable	Wireless Adapter Game Link cable

If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

You cannot use items when battling in the Colosseum. Also, if you run, you will lose the battle. It is a good idea for you and your friends to come up with your own rules. For example, you may want to limit the number of Pokémons that can be used or the Level of Pokémons that can be used.

### Battle with Two Players

There are two battles. One is "Single Battle" (the players use one Pokémon each for the battle) and the other is "Double Battle" (the players use two Pokémons each for the battle). The maximum party Pokémons the players can each bring to a battle are six in both Single Battle and Double Battle.

- Once the participants are confirmed, you'll be guided to the Colosseum room.
- You come face-to-face with your friend in the center, then the battle starts.



- ③ The results will be displayed once the winner has been decided.  
Exit the room to finish the battle.



### ◆ Battle with Four Players

Four players will be split into two teams. Each player uses one Pokémon for a "Multi Battle."

- 1 Once the number of participants for the Colosseum is confirmed, you'll be guided to the Colosseum room.  
2 You will come face-to-face with your friends in the center and then the battle will start. The teams will be split into two by the right and left sides. Talk to your friends to decide on teams.  
3 Choose up to three Pokémon for each person to battle with and select "OK." Then the battle starts.



EMY's BATTLE RESULTS			
TOTAL RECORD W:1 L:0 D:0			
	WIN	LOSE	DRAW
RAID	2	3	0

- \*One person can use up to three Pokémon, and one team can have up to six Pokémon in total.  
4 The results will be displayed once the winner has been decided.  
Exit the room to finish the battle.

There is a board to the right of the Reception Counter where your battle record will be displayed. The board doesn't reflect either Multi Battles or Union Room Battles.

## © Mix Records (2- to 4-Player Transmission) ©

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	Game Link cable	—
FireRed/LeafGreen	—	Game Link cable	—

If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

A Record contains various information about Trainers. You can mix Records after you get to Mauville City. If you mix Records, your friends' Secret Bases will appear in the field. Also, how the Trainers feel about their Pokémons, or how the Trainers battled with their Pokémons, is broadcast on TV.

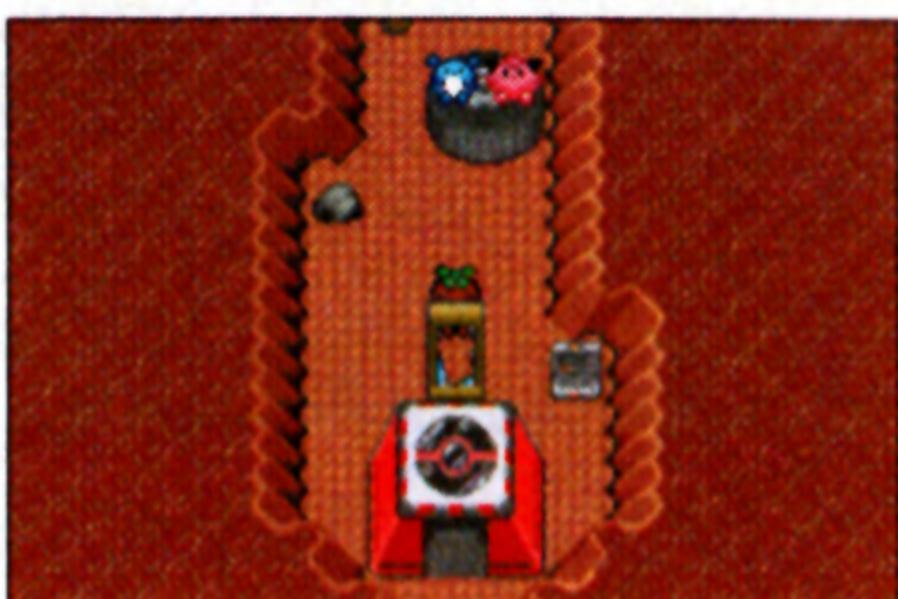
- Once the participants are decided, you'll be guided to the Record Corner room.
- Enter the Record Corner and face each other at the machine in the middle of the room to start mixing Records.



- 3** Once the mix is complete, return to the Record Corner.  
To finish, exit the room.



After mixing Records, check the field. Your friends' Secret Bases will appear. Your friends' stories will also be broadcast on TV in Towns and Cities.



## ©Berry Crush (2- to 5-Player Transmission) ©

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	—	Wireless Adapter
—	—	—	—

You need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

The player who selected "BECOME LEADER" needs to make sure all the participants are set, then press START to proceed.

You can create Berry Powder by crushing Berries. (In order to do so, you need to obtain the Powder Jar.) To make a large amount of Berry Powder, you need to press the A Button as fast as possible within a limited amount of time. Powder can be exchanged for precious items somewhere. (See more on using Berries on page 43 and 44.)



## © Make a Pokéblock (2- to 4-Player Transmission) ©

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	Game Link cable	Game Link cable

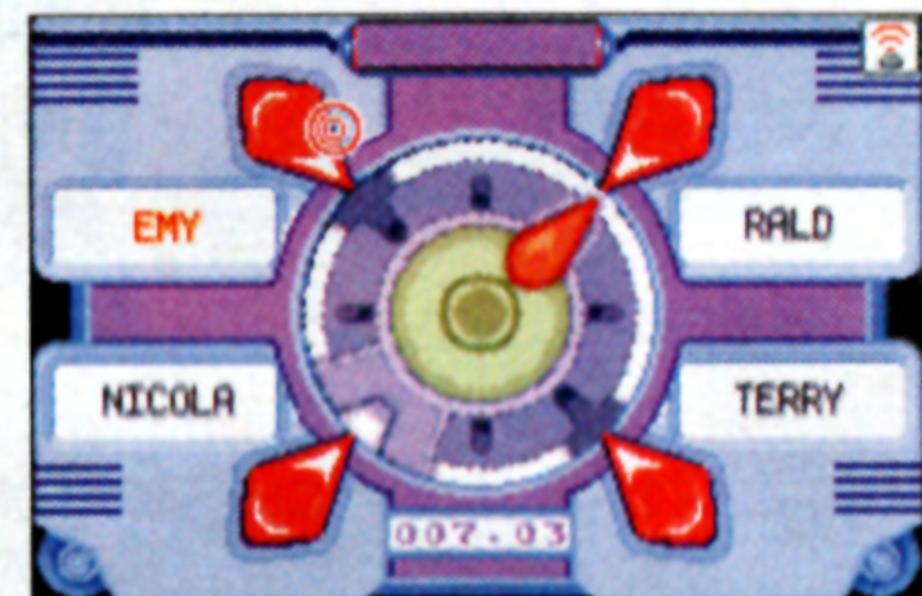
If you use a Wireless Adapter for Berry Blending, you need to press the A Button in front of the Berry Blender. Then confirm who will be the leader and who will participate (see page 49).

You can make Pokéblocks with your friends by using the Berry Blender. Try to make a high-level Pokéblock together!

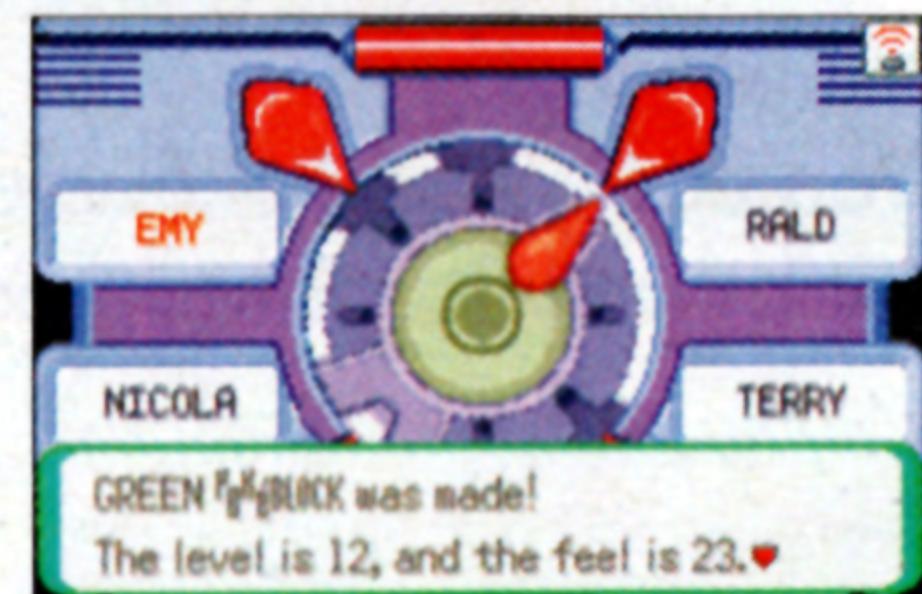
- 1 Press the A Button while standing in front of an open Berry Blender (found where Pokémon Contests are). When the required number of players are ready, press the A Button to start blending.



- 2 Choose the Berries and the Berry Blender starts to spin! Press the A Button with exact timing when it's your turn.



- 3 The newly blended Pokéblock will be displayed. Select "No" to stop making Pokéblocks when "Do you want to try again?" is displayed.



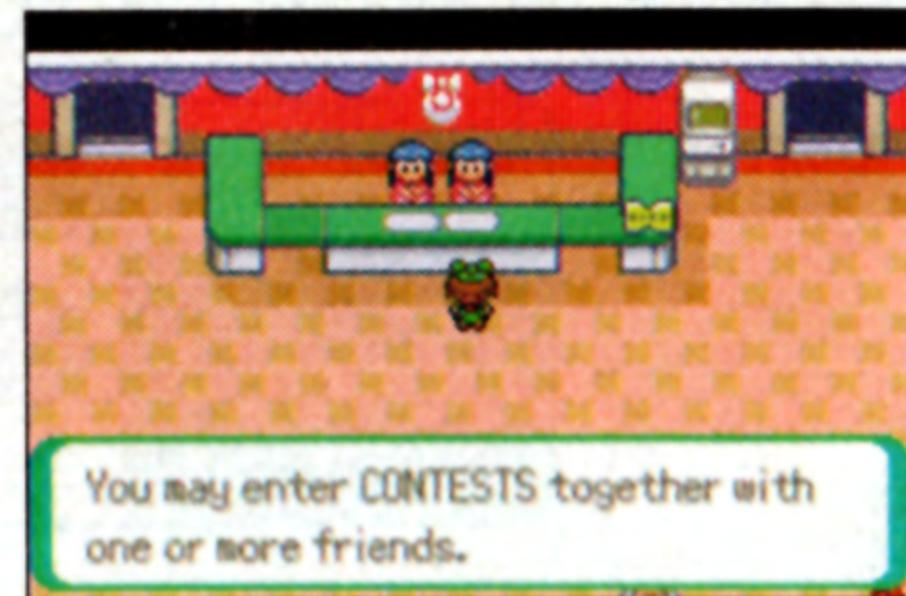
## © Enter a Pokémon Contest (2- to 4- Player Transmission) ©

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter Game Link cable	— Game Link cable	—

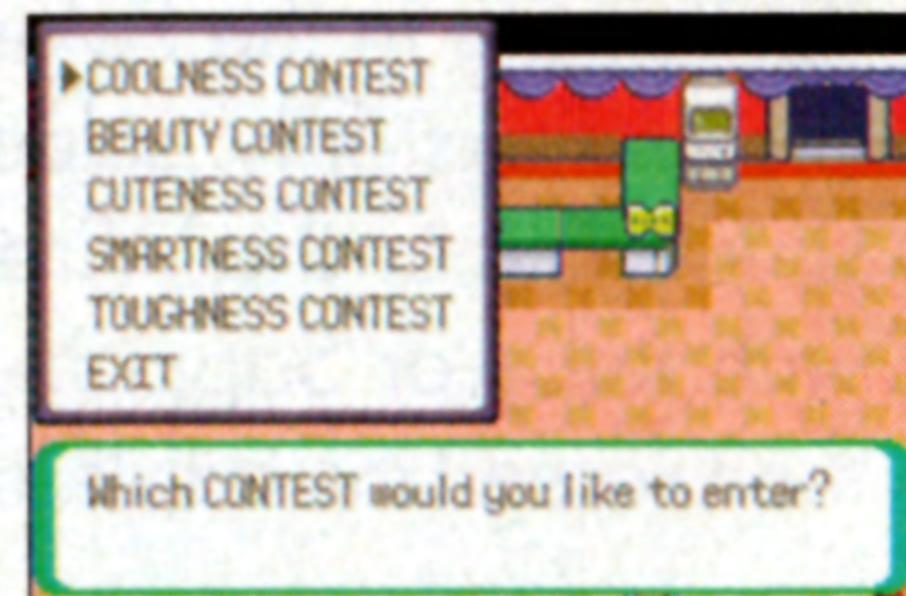
If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

Participate in the Pokémon Contest with a friend. If the participants join with Emerald Game Paks only, select "E-MODE" (Emerald Mode), which can use either the Game Link cable or the Wireless Adapter, with two to four participants. If the participants join with Ruby or Sapphire Game Paks, select "G-MODE" (Global Mode), which uses only the Game Link cable and can only be played with four participants.

- 1** Enter the Pokémon Contest and follow the instructions that the receptionist on the right gives you. Your game will be saved automatically before the Contest begins. Select either "E-MODE" or "G-MODE."



- 2** Select a competition category from Cool, Beauty, Cute, Smart, or Tough.



- 3** Once you are taken inside, the four Pokémon begin the Contest. After a judgement, the results will be shown and the winner decided!



## © Playing Mini-Games ©

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	—	Wireless Adapter
		—	—

When talking to the receptionist, you need to confirm who will be the leader in your group (see page 49).

The player who selected "BECOME LEADER" needs to make sure all the participants are set, then press START to proceed.

As the story progresses, there is a point where you will find that you can play Mini-Games with your friends using a Game Boy Advance and Wireless Communication. There are two Mini-Games in total. One game will allow from two to five players, and the other is from three to five players.

# ● How to Use the Wireless Adapter ●

Here are the details on how to use the Wireless Adapter.

## ◆ The Things You'll Need

- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including Nintendo GameCube and Controller) <each sold separately> ..... **One for each player.**
- A Pokémon Emerald, FireRed or LeafGreen Game Pak ..... **One for each player.**
- A Game Boy Advance Wireless Adapter (sold separately) ..... **One for each player.**

## ◆ Connections

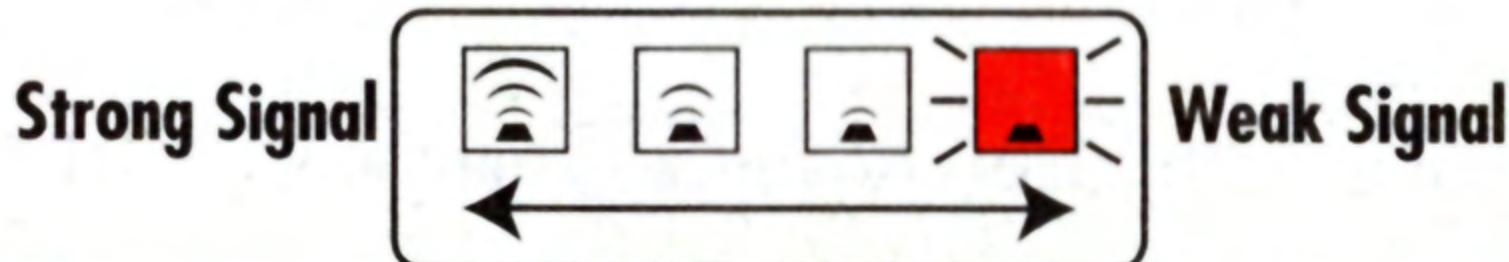
1. Make sure that the power on all the systems is turned off and insert the Game Paks into each system.
2. Connect the Wireless Adapter to the Communication Port on each of the systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on [page 48](#).

\*Do not use the Wireless Adapter when using the Nintendo GameCube WaveBird Wireless Controller nearby because they can interfere with each other.

## Insert a Game Pak into all systems.



\*The mark on the screen represents the condition of the Wireless Adapter transmission during game play.



## ◆ Guidelines for Transmission

For best results, follow these guidelines:

- Do not hold, carry or shake the Game Boy Advance system by the Wireless Adapter.
- Remove the Wireless Adapter when not in use.
- Make sure the distance between Wireless Adapters is within 10 feet (3 meters).
- Make sure the Wireless Adapters are facing each other.
- Make sure there are no obstacles between the Wireless Adapters.
- Avoid using the Wireless Adapter around devices that may cause radio frequency interference such as cordless phones, microwave devices or wireless LANs (local area networks).
- The Wireless Adapter can affect or be affected by these devices.
- Make sure the Wireless Adapters are connected properly.
- Don't unplug/plug in the Wireless Adapter while playing.

# Connecting the Game Boy Advance Game Link Cable

Here is the explanation on how to connect the Game Boy Advance systems to each other and how to connect with the Game Boy Player using the Game Boy Advance Game Link cable.

## The Things You'll Need

- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including a Nintendo GameCube and Controller) ..... One for each player.
- A Pok  mon Emerald, FireRed, LeafGreen, Ruby, or Sapphire Game Pak ..... One for each player.
- A Game Boy Advance Game Link cable
  - For two players .... 1 • For three players .... 2 • For four players .... 3

## Connections

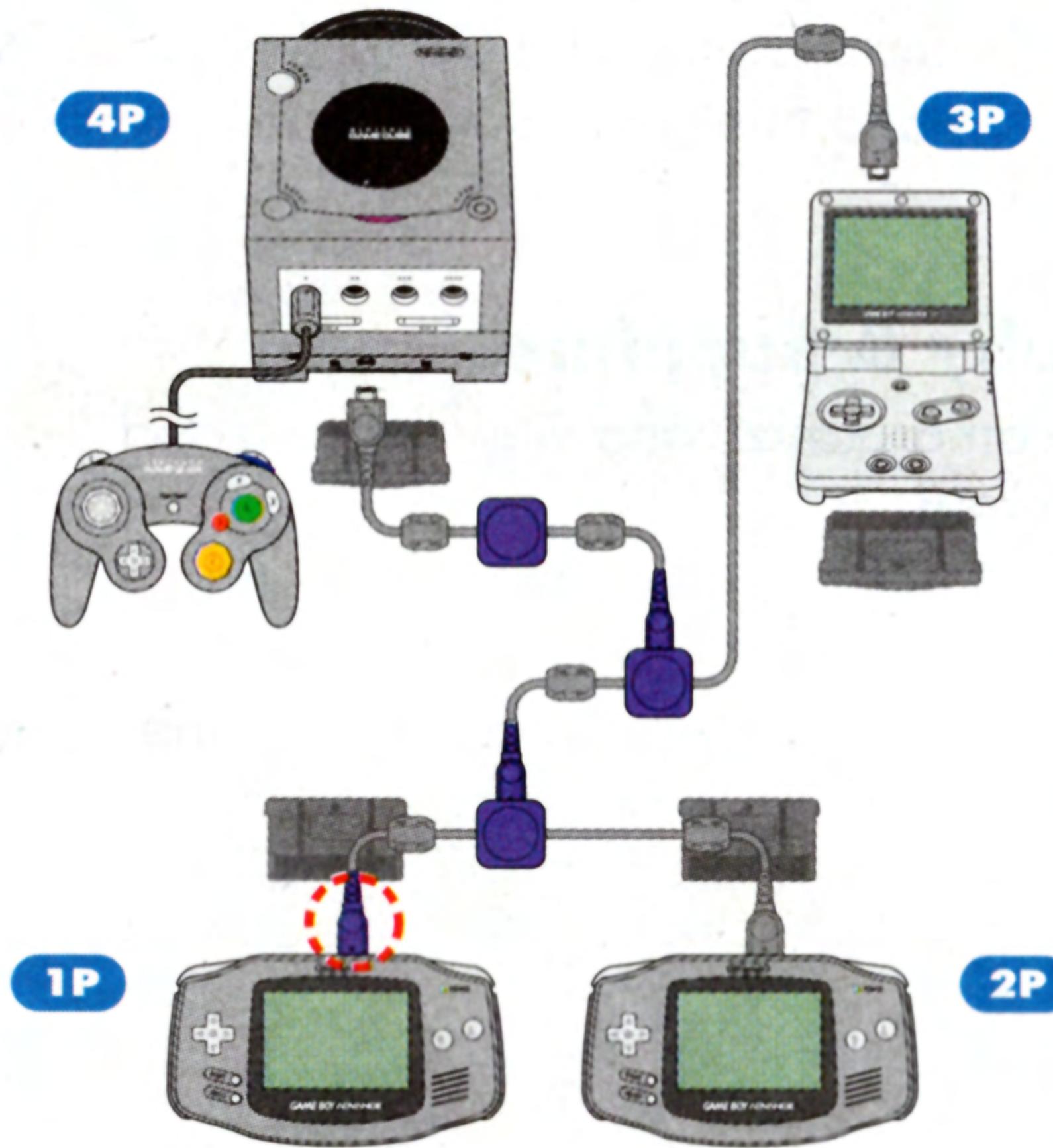
1. Make sure that the power on all systems is turned off and insert the Game Paks into each system.
2. Please refer to the picture on the right and connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on [page 48](#).

\*When playing with two or three players, please don't connect any Game Boy Advance systems or Game Boy Advance Game Link cables that will not be used.

\*The player who plugs the small purple connector into their Game Boy Advance system will be "1P."

## ◆ Cautions for Transmission

In the following cases, there may be transmission interference, or other wrong actions.



- When a cable other than a Game Boy Advance Game Link cable is used.
- When the Game Boy Advance Game Link cable is not properly connected.
- When the Game Boy Advance Game Link cable is unplugged/plugged in during transmission.
- When the Game Boy Advance Game Link cable is not connected as assigned.

## ◆Transmitting with the Nintendo GameCube◆

Pokémon Emerald corresponds with the Nintendo GameCube titles Pokémon Colosseum and Pokémon Box Ruby & Sapphire. Use the Nintendo GameCube Game Boy Advance cable and connect the Game Boy Advance system and Nintendo GameCube to enjoy the game even more.

## ◆Connecting with Pokémon Box Ruby & Sapphire◆

By using Pokémon Box Ruby & Sapphire, you can organize and view the collected Pokémon which you've caught in Pokémon Emerald.

Please refer to page 73 to confirm and connect your Nintendo GameCube and Game Boy Advance system. Please follow the instructions on the TV. If you don't understand how to connect or if miscellaneous problems occur, please refer to the Instruction Booklet for Pokémon Box Ruby & Sapphire.

## ◆The Things You'll Need

### Connecting with Pokémons Box Ruby & Sapphire

- Nintendo GameCube ..... One
- Nintendo GameCube Controller ..... One
- Pokémons Box Ruby & Sapphire Game Disc ..... One
- A Memory Card that contains Pokémons Box Ruby & Sapphire save data ..... One
- Game Boy Advance or Game Boy Advance SP ..... One
- Pokémons Emerald Game Pak ..... One
- Nintendo GameCube Game Boy Advance cable ..... One



\*When playing Pokémons Box Ruby & Sapphire with Pokémons Emerald, "Go to Adventure" cannot be selected.

\*Only the Trainer who deposited a Pokémons, or its OT (Original Trainer), can withdraw that Pokémons from Pokémons Box Ruby & Sapphire. For a Trainer who is not one of the above two to withdraw Pokémons, their Pokédex must have registered 100 or more Pokémons.

\*In order to transmit and to trade Pokémons with Pokémons Box Ruby & Sapphire, you'll need your Pokémons to enter the Hall of Fame in Pokémons Emerald. Then you'll need to obtain the National Pokédex.

## ◆ Connecting with Pokémon Colosseum

In Pokémon Colosseum, you can trade or battle using your Pokémon Emerald Game Pak. See page 47 in the Pokémon Colosseum Instruction Booklet, and connect the Nintendo GameCube and the Game Boy Advance system. For further instructions, please refer back to the Pokémon Colosseum Instruction Booklet.

\*You need to receive the Pokédex from Prof. Birch in order to battle in Pokémon Colosseum by transmission.

\*Pokémon cannot be traded between Pokémon Emerald and Pokémon Colosseum unless you clear the game in the Pokémon Colosseum Story Mode.

## ◆ The Things You'll Need

### Connecting with Pokémon Colosseum

- Nintendo GameCube ..... One
- Nintendo GameCube Controller ..... One
- Pokémon Colosseum Game Disc ..... One
- A Memory Card that contains Pokémon Colosseum  
save data ..... One
- Game Boy Advance or Game Boy Advance SP ..... One for each player
- Pokémon Ruby, Sapphire, Emerald, FireRed,  
or LeafGreen Game Pak ..... One for each player
- Nintendo GameCube Game Boy Advance cable ..... One for each player



\*The picture above shows what it looks like when all players choose to use Game Boy Advance, or Game Boy Advance SP systems. However, Player 1 has the option to use a Nintendo GameCube Controller instead.

## Transmission Compatibility Chart

In Pokémon Emerald, you can enjoy trading Pokémon, battling, chatting, and playing Mini-Games with your friends when using a Game Boy Advance. Depending on what you would like to do, you'll need to use either a Wireless Adapter or Game Link cable.

### • Things You Can Do with a Wireless Adapter

The number shown in ( ) is the amount of players that can participate.

Opponent	Union Room Pg. 52	Pokémon Trade Pg. 55	Pokémon Battle Pg. 58	Record Mix Pg. 60	Berry Crush Pg. 62	Make Pokéblocks Pg. 63	Contest Pg. 65	Mini-Games Pg. 67
<b>Emerald</b>	○ (1P+)	○ (2P)	○ (2 or 4P)	○ (2-4P)	○ (2-5P)	○ (2-4P)	○ (2-4P)	○ (2-5P)
<b>FireRed LeafGreen</b>	○ (1P+)	○ (2P)	○ (2 or 4P)	×	○ (2-5P)	×	×	○ (2-5P)
<b>Ruby Sapphire</b>	×	×	×	×	×	×	×	×

Depending on the Pokémon Game Pak version you have, the required accessory will differ. See the following chart to confirm, and then use them properly.

### • Things You Can Do with a Game Link Cable

The number shown in ( ) is the amount of players that can participate.

Opponent	Union Room Pg. 52	Pokémon Trade Pg. 55	Pokémon Battle Pg. 58	Record Mix Pg. 60	Berry Crush Pg. 62	Make Pokéblocks Pg. 63	Contest Pg. 65	Mini-Games Pg. 67
<b>Emerald</b>	×	○ (2P)	○ (2 or 4P)	○ (2-4P)	×	○ (2-4P)	○ (2-4P)	×
<b>FireRed LeafGreen</b>	×	○ (2P)	○ (2 or 4P)	×	×	×	×	×
<b>Ruby Sapphire</b>	×	○ (2P)	○ (2 or 4P)	○ (2-4P)	×	○ (2-4P)	○ (4P)	×

## **IMPORTANT LEGAL INFORMATION:**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:  
Nintendo Consumer Service  
[www.nintendo.com](http://www.nintendo.com)  
or call 1-800-255-3700  
(U.S. and Canada)

# WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

## SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE**  
**WWW.NINTENDO.COM**

*or call 1-800-255-3700  
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*



Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)

PRINTED IN JAPAN